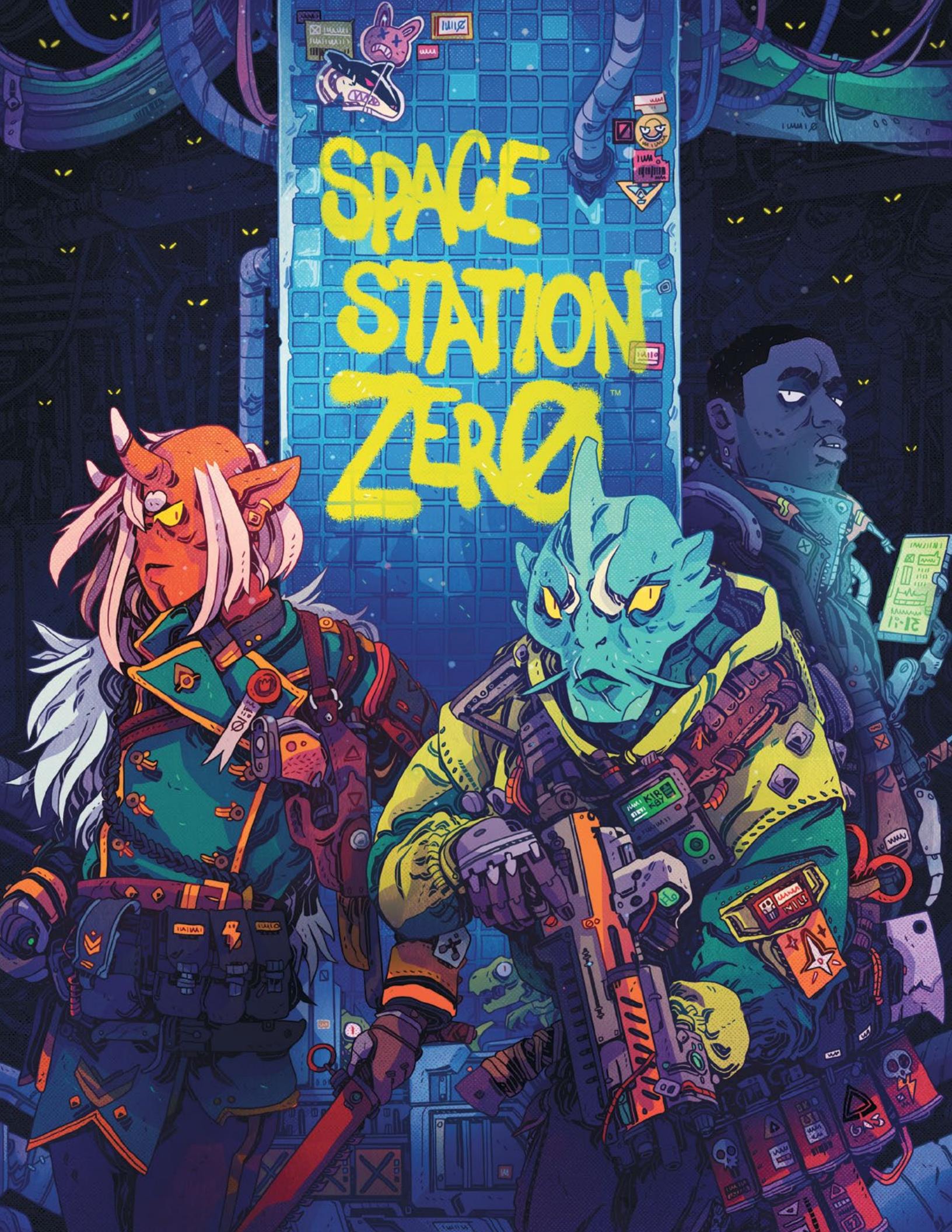


SPACE STATION ZERO



SPACE STATION ZEROTM

by Adam Loper and Vincent Venturella



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Space Station Zero

was created and designed by
Adam Loper and Vincent Venturella

Lead Developer:
Thomas Lyons

Editing:
Tyler Emerson
Travis Lambert
Cathy Venturella
Emily Selk Loper

Thanks for playtesters and those
who provided feedback:
Sam Lenz
Jon Ninas
Thomas Lyons
Tyler Emerson

Layout and Art Direction:
Adam Loper

Cover art and internal illustrations by
Will Kirkby (@chamonkee on Twitter)


Internal miniature art photographed
by Adam Loper and painted by Adam
Loper and Vincent Venturella and
digitally painted over by Scott Sez at
ArtistsEmpire.com

Typography designs by Adam Loper
and stock illustrations from Envato
Elements

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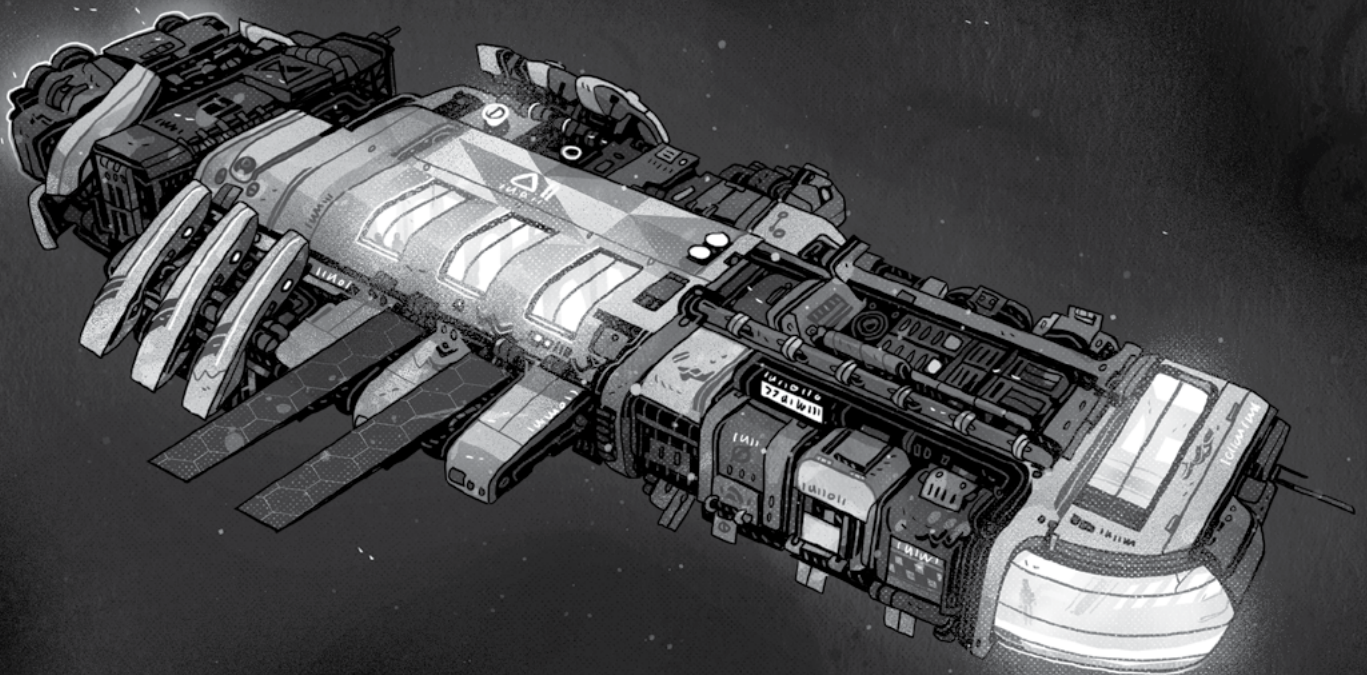
In the heart of deepest space – millions of light years from the nearest system, star, or planet – resides an improbable structure, floating in the silent darkness.

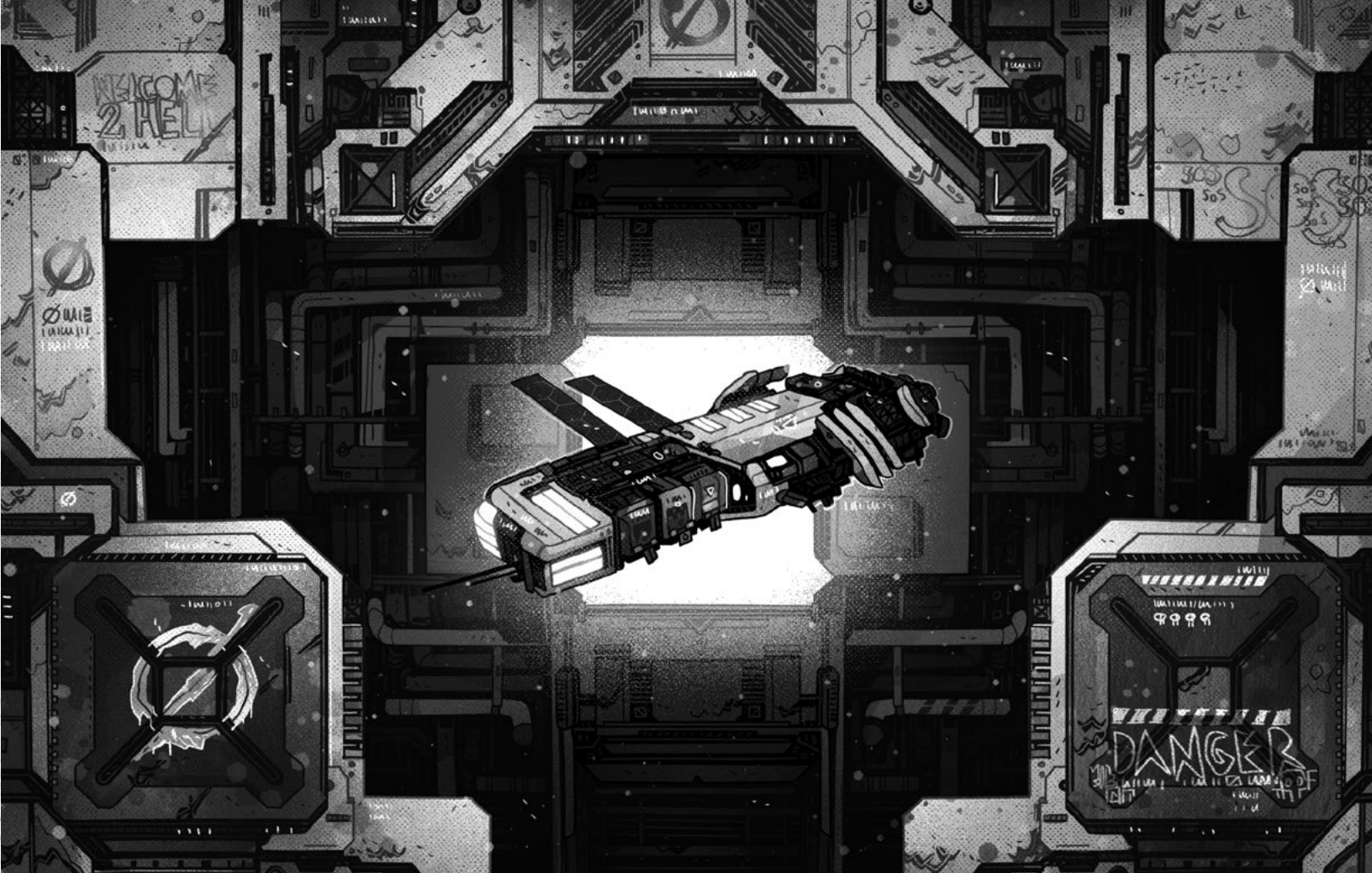
Massive and ancient beyond imagination, it sleeps... waiting for wayward travelers to find their new home.

Cultures, given a long enough timeline and regardless of the species, generally invent *some* method of breaking the impenetrable barrier of the speed of light.

They eventually begin to spread throughout the stars near their planet of origin. These methods of faster-than-light travel are never perfect. All of them have a chance of failure, no matter how infinitesimally small. When ships jump – or warp, or fold, or whatever it is they do – and the process fails, most of the time the ships and their crews are torn to atoms and scattered across the cold, unfeeling universe. Sometimes, though, just *sometimes*, they find themselves billions of light years from where they started – and in close orbit to an alien space station. Their communication system crackles to life:

SPACE STATION ZERO
WILL ACCEPT YOU.
DOCK ZERO IS OPEN.





As they glide into the immense ship dock, they find that they are not the first ship to arrive. Dozens of ships have come to rest here over time, their inhabitants having created a small, safe area: a bastion of “civilization” between a few bulkheads – a bit of life in the vast, bitter emptiness of the space station. All of the species that find themselves here can unexpectedly communicate with one another (a strange side effect of the space station), yet few have anything to say. Bars with homebrewed beer and sparse creature comforts are the only things the residents of this little shanty town have to look forward to for the rest of their existence. The space station is alone, nothing but dead space for hundreds of millions of light years in all directions. Even the best ships couldn’t make the journey to the closest stars in 100 lifetimes.

Facing an empty existence of slow death from alcoholism, many crews turn to the only thing they can actually do: explore the deep recesses and hidden secrets of the space station. Many never return, but a few have come back, bringing tales of incredible technology and dangerous creatures stalking in the shadows.

What will your crew do? Do you dare explore the depths and secrets of Space Station Zero?

PLAYING THE GAME

What You Need to Play

In Space Station Zero, you will choose to lead your intrepid crew – alone or with a partner – into the depths and hidden mysteries of the ancient, unimaginably large station. When you make such a journey, or even skirmish against your friends' crews, you need the proper tools. To play a game of Space Station Zero, you will need the following items:

- A play space of roughly 22" x 30" (you can use an existing game board or simply mark off the area)
- 5-9 miniatures for each player's crew
- 10-12 miniatures representing enemy figures/encounters
- 3-5 pieces of science fiction/industrial terrain
- 10 12-sided dice
- A tape measure or measuring device
- A completed play roster (a blank roster can be found at www.snarlingbadger.com)

This is your game. If you want to change the play space, the types or numbers of crew or enemies, or anything else – you can. Our goal is for you and your friends to have fun. Make the game your own.

Glossary of Terms

The following section explains many of the common terms you will encounter when playing through a game of Space Station Zero.

Activation: During each turn of a Challenge, each crew member may Activate once. When a crew member Activates, they may move and perform an Action. Crew members may never Activate more than once in any given turn, unless a rule specifically allows them to do so. For more information on Activation, see page 13.

Challenge: A Challenge is a single encounter with the various technology, traps, and creatures that dwell within the depths of Space Station Zero. This can also represent a skirmish game against another crew. During Challenges, your crew will have to overcome various obstacles, enemies, and deadly encounters to continue deeper into the space station.

Challenge Test: A Challenge Test utilizes your stats to attempt to overcome a single element of a Challenge. For example, your characters may need to disarm a neutron bomb or slay a mad mutant (for more information on Challenge Tests, see page 15). Some

Challenge Tests are also Saves. This is generally when something in the environment is potentially damaging to your crew members and they are seeking to avoid it (see Save Checks, page 16).

Close Attack: A Close Attack is any attack made at an enemy within 1" of the attacking model. The specific weapon could be a sword, pistol, rifle, or anything else – the weapon doesn't matter; only the distance defines a Close Attack.

Combat (challenge): Combat is a particular form of Challenge Test. Your crew will wield swords, laser guns, or more exotic weapons in their attempts to overcome mutants, rogue robots, and even darker threats in the bowels of the space station. For more information on Combat, see page 20.

Combat (stat): The Combat stat represents your crew members' ability to fight and defend themselves in a combat situation. For more information on Stats, see page 12.

Commander: Each crew has one (and only one) Commander. They are the individual in charge of the crew, with additional abilities and skills unique to them. For more information on Commanders, see page 24.

Co-op Game: A co-op (or cooperative) game is one where you and one or more of your friends each have a crew you are controlling to progress through the campaign (or skirmishes) of Space Station Zero. In a co-op game, each player controls their own crew members, but players are all considered friendly to each other and may help one another as appropriate (e.g., working together on Challenge Tests, using abilities to heal the cooperating crew, etc.). The detailed rules below explain any differences with a co-op game (such as Activation), and each Challenge encountered will respond differently based on the number of crews participating.

Crew: Your crew is your group of miniatures that participate in the Challenges of Space Station Zero. A crew consists of crew members. A crew has somewhere between 4 and 8 members, plus a Commander (see Creating Your Crew, page 24). If a Challenge ever refers to the "number of crews participating," it means the number of players with crews in the Challenge.

Critical Success/Failure: When making Challenge Tests, rolls that contain two or more results of a natural '12' are considered a Critical Success. Rolls that contain two or more results of a natural '1' are considered a Critical Failure. If the rolls contain both two or more results of a natural '12' and two or more results of a natural '1,' then the Critical Failure is ignored and they are considered a Critical Success.

On Dice Rolling

The rules of Space Station Zero will sometimes utilize the terms reroll, natural roll, or modified roll. Whenever you roll the dice, there are a series of steps that may happen, and this ultimately determines the state of the dice.

Dice Roll: *This is the first roll of any particular set of dice for a Challenge Test or anything similar. Some rules will allow you to modify, alter, or reroll these dice.*

Natural Roll: *This is the result that shows on the face of the dice after any rerolls. Note: you may never reroll a rerolled dice for any reason.*

Modified Roll: *This is the final total after all modifiers and bonuses/penalties have been applied to the dice.*

Dice: Space Station Zero uses twelve-sided dice (d12s). Whenever you are directed to roll a dice, or some number of dice, you roll that number of d12s.

Edge: Each crew has something that makes them unique, special, and capable. This is their Edge. An Edge could be high technology, a society based on combat, or many other unique capabilities that will aid your crew as they explore Space Station Zero. For more information on Edges, see page 34.

Extended Challenge Tests: These are simply Challenge Tests that may require more than one crew member testing in order to complete, or might be completed over multiple turns by a single crew member. Unless specified otherwise, all Challenge Tests are considered Extended Challenge Tests, unless they are Single Roll Tests (see Single Roll). For more information on Challenge Tests, see page 15.

Intelligence (stat): The Intelligence stat represents your crew members' ability to think and solve problems, as well their knowledge of science and the universe. For more information on Stats, see page 12.

Knowledge Shard: At various points in the campaign, your crew may locate items called Knowledge Shards. These are small fragments of technology, information, or secrets from the history of Space Station Zero. These will grant a mechanical bonus to the crew member that locates it (usually in the form of a bonus to a stat), but it will also reveal some of the history of the space station.

Life (stat): The Life stat represents your crew members' ability to withstand damage, survive toxins, and endure other environmental hardships. For more information on Stats, see page 12.

Line of Sight: A model is considered to have line of sight to any other model if - and only if - when looking from the perspective of that model, you can see any part of the enemy model (see Combat, page 20).

Move (stat): The Move stat represents your crew members' speed in inches as well as their ability to quickly evade danger. For more information on Stats, see page 12.

Natural Roll: A Natural Roll of the dice is the face showing on the dice after any replacements of dice or rerolls, but before any modifiers have been applied. For example, if a rule granted a +1 to a single dice rolled, and the face of the dice showed a 5, the roll would be 6, but the Natural Roll would still be 5.

Out of Action/Removed from Play: When a crew member is put

Out of Action and Removed from Play, they are out of the current Challenge and may no longer participate, Activate, or interact with the Challenge. The model is removed from the board. If this is a campaign game, there may be additional consequences (see Post-Game Process, page 40).

Ranged Attack: A Ranged Attack is any attack made at an enemy more than 1" away from the attacking model. Ranged Attacks can only be made with weapons that do NOT have the Close property.

Reaction (stat): The Reaction stat represents your crew members' manual dexterity, ability to dodge, and their ability to notice and react to the environment around them. For more information on Stats, see page 12.

Reroll: Sometimes you will be able to reroll a dice, or be forced to do so by a Challenge. You may never reroll a dice more than once for any reason.

Save: Some Challenge Tests will be in the form of [STAT] Save X, e.g., Life Save 4. In this case, this is the result of something in the environment, such as a room of poison gas potentially causing harm to your crew. When you attempt a Save as a Challenge Test, it requires no action, but failure often has consequences, such as taking damage (usually damage equal to the amount by which you failed the Save). Each individual Save will have full details on the Challenge Test Success Number and consequences.

Single Roll: Some Challenge Tests are Single Roll Tests. A Single Roll Test must be completed in a single roll of the dice by a single crew member. If it fails, it may not be attempted again, nor may any other crew member attempt this check.

Turn: Challenges consist of turns. During each turn, all crew members and all enemies will Activate once. Some Challenges have a set number of turns, and some may last a variable number of turns.



Example of Play

Our crew finds themselves in an abandoned bay that seems to have been a production facility of some kind. Broken and misshapen mutants prowl through the worn-out machines. The entire room has a foul tinge in the air from a toxic gas leak that has filled the area, though the mutants seem unaffected.

When your crew is in a Challenge, the first step is to look at all of the obstacles and enemies that they will face in that Challenge. Some Challenges contain enemies – beings that will try to maim and kill the crew and prevent them from completing their task of exploration. Some Challenges will contain environmental effects that must be overcome by your crew members.

This Challenge has two such obstacles – the mutants and the toxic gas leak. How exactly both are resolved are explained in the Challenge description.

Crew members (the players) always Activate first in a Challenge. In this example, the player chooses his Soldier carrying a Heavy Energy Rifle to Activate first (see Activation, page 13).



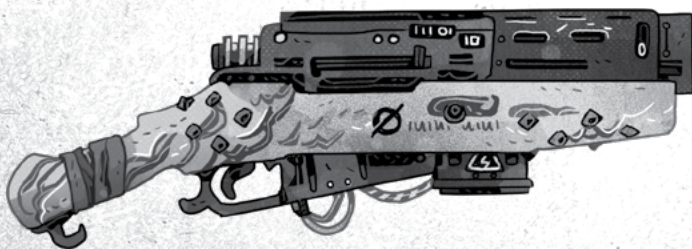
This particular Challenge instructs the player that when a crew member Activates, they must make a Life Save 4 to resist the effects of the toxic gas. The Soldier has a Life stat of 5, so the Soldier rolls five d12 and gets results of a 2, 3, 5, 8, and 10. All even-numbered results are a success, and there is no Critical Failure or Success (see Challenge Tests, page 15).

This gives the Soldier three successes, one less than what the Soldier needed to succeed. The Challenge says any crew member that fails this test, suffers damage equal to the amount by which they failed the test, so in this case, the Soldier suffers 1 damage (see Suffering Damage, page 21). The Soldier still has 4 Life remaining, so they may continue with their turn.

The Soldier moves behind a nearby bulkhead to gain cover (see Cover, page 22), and then brings their Pulse Rifle up to fire on one of the mutants. To attack, the Soldier makes a Combat Challenge Test. Unlike the Life Challenge, this has no Success Number target; the Soldier simply wants as many successes as possible. The Soldier's Combat stat is 6 and their Pulse Rifle adds +3 to their Combat Score when attacking. This means the Soldier rolls nine d12s (six for the base stat and three more for the weapon), and gets results of 2, 4, 5, 5, 6, 9, 10, 10, and 11. Each even-numbered result is a success, giving the Soldier five successes (see Combat, page 20).

The Broken Mutant must now make a defensive Combat Challenge Test to defend themselves (which could be blocking the shot, diving out of the way, or simply withstanding the hit). The Broken Mutant has a Combat score of 4 and weapons do not add to defensive Combat Challenge Tests, so the Mutant rolls four d12s and rolls a 1, 3, 9, and 10. Only one even-numbered roll, so only one success. The Mutant applies that one success, reducing the 5 damage suffered to 4. Unfortunately, the Mutant only has 4 Life, so their Life is reduced to 0. The Mutant is now Out of Action and Removed from Play (see Suffering Damage, page 21).

The Soldier has now both moved and taken an action, ending their turn. The player rolls to retain Initiative and rolls a single d12, getting a result of 7. Since this is their first roll to retain Initiative, the player needs a 6+, so this is successful and they may now choose a second crew member to Activate (see Activation, page 13).



Stats

Crew members are defined by their stats. Each crew member and enemy creature that you encounter in Space Station Zero has five stats, all of which are defined below. Many of these stats will be modified based on the crew member's type, special rules, or other sources.

Life: This is the general toughness and resilience of the crew member or enemy creature. Each time a crew member or enemy creature suffers damage, whether through combat, traps, poison, or any source, it reduces their Life by the amount of damage suffered. If a crew member or enemy's Life ever reaches 0, it is Out of Action and Removed from Play.

Move: This is the distance in inches that the crew member or enemy can move. A crew member or enemy may always choose to move less than its total Move value. Some crew members or enemies have the ability to fly. Models that can Fly can move over intervening models or obstacles and do not climb or pay movement to move vertically. Such a model, however, must end its move on a horizontal surface. If this is impossible, the model may not be moved in this way. A model may only move onto a surface that can support it. If your model cannot be placed on the surface without tipping over, falling, or requiring some additional support, it may NOT be placed on that position and the move is considered illegal.

Combat: This stat represents a crew member's or enemy creature's raw fighting ability. The higher this score, the more capable the crew member or enemy creature is in combat. The threats and dangers in the ancient Space Station Zero are more than just rogue robots and forgotten mutants, but there are plenty of those too, and they are rarely happy to see your crew. Your Combat score is used in Combat Challenge Tests (see Combat page 20).

Reaction: This stat represents a crew member's or enemy's ability to see and avoid danger. This might be jumping out of the way of a trap, dodging an explosion, or avoiding a laser grid defense matrix.

Intelligence: The technology and dangers of Space Station Zero are often beyond even the most advanced crews, but scientists and medical officers might use Intelligence to disarm a dangerous bomb, repair some broken tech, or even perform emergency surgery. Intelligence Challenge Tests assess your crew's wits and knowledge.

Example Name

Lf: 2 Mv: 2 Co: 2 Re: 2 In: 2

Challenges

Space Station Zero is incalculable in size. Its depths are filled with dangers, forgotten technology, and impossible mysteries. If you are to fully explore the station, your crew must be able to navigate challenges of all kinds. This chapter will discuss the challenges your crew will face in the form of traps, ancient technology, and the deadly defenders of the bowels of the space station.

Examples of Challenges you may face:

- Combat against a rogue robot
- Disarming a nanovirus bomb
- Avoiding a collapsing floor
- Withstanding a toxic gas leak
- Outrunning a collapsing ceiling

Actions and Activations

As your brave crew members explore Space Station Zero, they will have encounters with all manner of Challenges. Challenges are broken up into turns. During a Challenge, crew members and enemy forces will each take actions to attempt to draw the Challenge to a close. This can take a number of forms, such as disarming a deadly neutron bomb, defeating a rampaging mutant, or repairing ancient and broken-down tech. Doing such things are called Actions, and crew members and enemy creatures take these during their Activation.

Activation

If this is a solo or co-op game of Space Station Zero, the players always have the first Activation during both the Challenge and on each subsequent turn. If this is a skirmish battle of Space Station Zero, then the players begin by each rolling a single d12, and whoever rolls higher has the first Activation (if there is a tie, reroll).

During each Activation, a player – or the players if this is a co-op game – may choose a single crew member and perform a single action (e.g. a single crew member, from amongst all crew members from all crews participating, may Activate). The crew member may also move a number of inches equal to their Move stat for free. A crew member or enemy may Activate and move without performing an Action. Actions vary and are usually dictated by the Challenge (e.g., the ability to deactivate a bomb would only be available in a Challenge where there is a bomb to disarm). Making an attack is an Action, and choosing to move a second time is an Action, as is making any kind of Challenge Test. Under no circumstances can a crew member or enemy perform two actions, unless specifically allowed by a special ability.

When that crew member has completed their Activation, the player then attempts to retain Initiative. The player rolls a d12, and if

Why do the players automatically go first?

Space Station Zero was designed to be challenging for the players. Your crew members will often find themselves immediately in danger. Allowing the players the first Activation every turn gives you agency in responding to this danger.

they roll a 6+ (rolling any number of 6 or higher on the d12), they may Activate a different, additional crew member (if this is a co-op game, either player may Activate a crew member). When that crew member has completed their Activation, the player may attempt to retain Initiative, but they must now roll a 10+. If this is successful, then the player (or players if co-op) may Activate a third crew member. Once that crew member has completed their Activation, the player may attempt to retain Initiative, but to do so for this and all future attempts requires a 12+. If this roll is ever failed, then Initiative passes to the enemy (or opponent in a skirmish game).

Activation Number	Roll Needed
1st crew member Activation	Automatic
2nd crew member Activation	6+
3rd crew member Activation	10+
4th+ crew member Activation	12+

No single crew member or enemy may ever be Activated more than once in a single turn, unless specifically allowed by a special ability or the rules of a Challenge.

Once all crew members and enemies participating in the Challenge have Activated **once**, the turn is complete and the Activation starts over. Some Challenges have a limited number of turns to complete (see Space Station Zero Challenges, page 42).

Actions

During a crew member's or enemy's Activation, they may choose to take Actions. Generally, Actions are either moving again **or** making a Challenge Test. This is usually done to interact with some element of the Challenge. This will take a number of forms, but whether swinging a monofilament whip at an enemy, neutralizing a deadly toxin, or repairing a broken lift, these are all Challenge Tests.

Free Actions

As your crew members are participating in Challenges, there may be some times when they are called upon to make a Challenge Test in response to something that happened in a particular Challenge. The most common example of this is when they are attacked and roll to defend themselves (see Combat, page 20). This could also be jumping clear of a collapsing floor, diving out of the way of a massive flame gout, making a Save Check (see Save Check, page 16), or any other deadly situation. In all such cases – when a test is required by the Challenge, this does not require the crew member to use its Action.

If a special ability allows your crew member to perform an Action in response to a trigger, this does not require an Action.

Challenge Tests

In the depths of Space Station Zero, you will be called upon to overcome certain obstacles and enemies. This is done through Challenge Tests. Some Challenge Tests are made against a flat number defined by the Challenge; some are made against an opponent and so have a variable target. In either case, you must equal or exceed the Target Number to succeed.

When making a Challenge Test, you will use a specific stat as called for by that type of test. For example, disarming a chemical bomb might require an Intelligence Test, whereas avoiding a pop-up plasma ejector may require a Reaction Test. When fighting in combat, a Combat Test is required. Any stat may be used to make a Challenge Test.

Making a Challenge Test

Challenge Tests are made by rolling a number of d12s equal to the stat in question. For example, if you have a Reaction stat of 4 and are making a Reaction Test, you would roll four (4) d12s for this test. Each even-numbered result is a success (unless there is also a Target Number), and each odd-numbered result is a failure. **This is the Rule of Evens.** When making a Challenge Test of any kind, only even-numbered results count as a success, whereas odd-numbered results are ignored. Certain rules may allow you to alter the dice after you roll them, turning odds to evens (or vice versa).

Example: Your Scientist crew member is attempting to disarm a dangerous biological bomb that is counting down in a dark crawl space deep within the space station. This requires an Intelligence Test and the crew member has a 5 Intelligence. The Scientist rolls five d12 and gets a 2, 5, 6, 10, and 11. The 2, 6, and 10 are successes and the 5 and 11 are failures.



What's the difference between Success Number and Target Number?

A Success Number is meant to represent the overall difficulty of the task at hand. The higher the success number, the more difficult it is to accomplish that Challenge Test. A high number might mean that it requires multiple crew members making checks to complete the challenge, or one highly-skilled individual with unique special abilities, or simply multiple activations from a single crew member working on it. In any event, a Success Number is the overall difficulty of the task and the rough time it would take.

A Target Number does not appear on all Challenge Tests, but when they do, this is meant to represent a task of high complexity. This isn't simply a question of time, but a question of extreme skill, knowledge, or capability. Target Numbers mean that not every even number is successful, which can reduce the number of overall successes by crew members making checks who do not have special abilities to modify the dice in some way.

A Challenge Test will consist of the following elements:

- **Stat:** The stat used for the Challenge Test. You will roll a number of d12s equal to the stat being used.
- **Success Number:** This is the number of successes that are required for the check to be successful. When rolling, you must get a number of successes equal to or exceeding the Success Number.
- **Target Number:** The Target Number is the minimum number required for an even result to count as a success. This is optional, e.g., not all Challenge Tests will have a Target Number – some will simply require a number of successes. In that event, any even number (2, 4, 6, 8, 10, or 12) will count as a success.

Example: Your Soldier crew member needs to evade a group of sparking wires that is spraying the area with electricity. The Challenge description says this is a Reaction Save 2 (6+). It uses the Reaction stat, requiring at least two successes with a minimum Target Number of 6. The soldier has a Reaction of 4. The Soldier rolls four d12s, with the results of 3, 5, 8, and 12. There are at least two even numbers equal to or higher than six, so the Soldier successfully evades the sparking electricity.

Extended Challenge Tests

Some Challenge Tests will require a very high number of successes; more than a single crew member is likely to achieve in a single attempt. This might require multiple crew members making checks to succeed over multiple Activations, or a single crew member repeatedly performing the same check. For example, your crew member may be attempting to disarm a nerve gas bomb with a Reaction 10 (4+) Test. It is highly unlikely any single crew member could achieve this in one roll of the dice, and that's okay. Every success that is rolled toward this specific Challenge Test (i.e. disarming this nerve gas bomb), is totalled until you reach 10 successes. It's no different than a Combat Challenge Test, where the Success Number is the enemy's Life stat and it often takes multiple attacks to slay that enemy. Unless otherwise stated, all Challenge Tests may be completed in this way, with multiple crew members making individual checks on their Activations. Any Challenge Test that can only be completed in a single roll of the dice will be labeled as a Single Roll Challenge Test in the Challenge.

Save Checks

In Challenges, there are often effects that will be deleterious to your crew members. This could take the form of toxic gas, live and sparking wires, or even defending against enemy weapons. When you make a Save Check, you are making a Challenge Test roll as normal. This is a Single Roll check and does not require an Action. Usually, your crew member will suffer damage equal to the amount by which they fail the Save Check, but some effects may vary or

have additional consequences.

Example: Your crew member Activates in a room with a nerve toxin filling the bay. The Challenge states that, whenever a crew member Activates, they must make a Life Save 4 or suffer damage. The crew member in question has a Life stat of 5, so that crew member will roll five d12s as per a normal Single Roll Challenge Test, with all even results counting as successes. That crew member rolls a 3, 7, 8, 10, and 10, giving them three successes on their Life Save. The success number was four (i.e. Life Save 4), so the crew member failed by one, suffers 1 damage as a consequence, and may now continue with their Activation.

Critical Success and Failure

When making a Challenge Test, whenever the result of the roll contains at least two natural 12s, this is considered a Critical Success. A Critical Success is considered successful regardless of the Success Number and counts as double the normal number of successes.

Example: A science officer is making an Intelligence 4 (6+) Test. This would normally mean the test would require at least four successes with a minimum result of 6 on the dice to count as a success. When making the roll, the crew member has an Intelligence of 5 and so rolls five dice. The result on the dice is 1, 3, 5, 12, and 12. This would normally be a failure as there are less than four successes, but because the two successes are 12s, this is a Critical Success and ignores the normal requirement of four.

In combat, when making an attack, if the dice contain a Critical Success, then this means each success counts as two successes, potentially dealing double damage, unless the defensive Combat Challenge Test also contains a Critical Success (which will double those as well).

When making a Challenge Test, whenever the result of the roll contains at least two natural 1s, this is considered a Critical Failure. A Critical Failure is considered a failure regardless of any other successes rolled, unless you also roll a Critical Success (two 12s), in which case, the Critical Failure is ignored and the result counts as a Critical Success.

Example: A Medical Officer is trying to save a wounded colleague from a deadly nanovirus. They need to make a Reaction 3 (4+) Test. This would normally mean that the test will require at least three successes with a minimum result of 4 on the dice to count as a success. When making the roll, the result on the dice is 1, 1, 4, 8, and 10. This would normally be a success (there are three even results of 4 or more), but because this set contains a Critical Failure (two results showing '1' on the dice), it's a failure. The medical officer's crew member is in trouble!

Example of the difference between Success Number and Target Number

Consider the following task: Typing 20,000 words on a keyboard. This would have a high Success Number, because it's difficult and would likely take a fair amount of time to complete, but there is no skill involved. Any words count. A group of monkeys hammering on the keyboard long enough would eventually succeed at the task. Now consider this task: typing an award-winning, 20,000-word short story. This would have a Target Number, as it would require skill in crafting the story, creating compelling narrative and characters, etc. This is the difference between Success Number and Target Number.

MOVEMENT AND COMBAT

As your crew explores Space Station Zero, they will need to move through countless dangerous surroundings and perilous traps. The following section explains how movement in Space Station Zero works within Challenges.

Movement

When a crew member or enemy creature Activates, they may move up to their Move stat in inches as a Free Action. When a crew member or enemy Activates, they may always choose to move less than their total move value. In addition, some crew members and enemies also have the ability to Fly (see page 18).

Ladders and Stairs

Ladders and stairs should be treated as open, normal ground. They do not reduce movement in any way and may be traversed by models to change elevation without penalty. No challenges will specifically call for ladders and stairs to be placed on the game board, but if your terrain happens to have such features, it will allow for more vertical movement by both your crew and your enemies.

Climbing

Sometimes during a Challenge, your crew will need to ascend vertically with their movement. This is called Climbing. When a model climbs, each 1" moved vertically counts as 2" of movement. If the model cannot complete the movement to end on a horizontal surface that supports it (see Ending a Move), then they may NOT make that climb. Remember that a model may use its action to move. If it does so, it is only considered to have ended the move when the total move distance has been used. If an obstacle or wall is 1" or less high, it does not need to be climbed and may simply be ignored for purposes of movement.

Example: A crew member has a Move of 4 and needs to climb a vertical wall 4" high which they are standing adjacent to. This would be impossible with a single move because their Move stat of 4 would cover only 2" vertically, leaving them in a place where they cannot stop on a horizontal surface. If, however, they use their Action to move, then they have reached the top of the area and may be placed on the horizontal surface directly above the vertical climb.

Flying

Models that can Fly can move over intervening models or obstacles and do not climb or pay movement to move vertically. Such a model, however, must end its move on a horizontal surface and may not end its move overlapping any other model. If this is impossible, the model may not move in this way.

Jumping

Sometimes a model will need to move across a horizontal space where there is nothing to support them (e.g., moving over a pit or hole in the space station, or between two platforms). To complete this move, a model must Jump, unless they can Fly. To perform a Jump, a crew member must make a Movement Challenge Test with a Success Number equal to the distance of the jump in inches. For example, if a crew member were trying to leap over a gap that was 3" wide, this would be a Movement Challenge Test 3. If the test is successful, the figure may clear the gap and continue any remaining movement from the other side. If the test is failed, the crew member falls (See Falling).

Any distance traveled while jumping counts against the crew member's total movement. If the Jump distance is greater than the crew member's Move stat, the Jump may not be attempted.

Falling

If a model fails to make a Jump (by failing the Movement Challenge Test), then they fall. A model suffers damage equal to the distance they fall in inches. They may make a Reaction Challenge Test with a Success Number equal to the distance they have fallen. If this test is successful, the damage is reduced by half (rounding down). If a model falls 1" or less, they do not need to make a Reaction Challenge Test and suffer no damage.

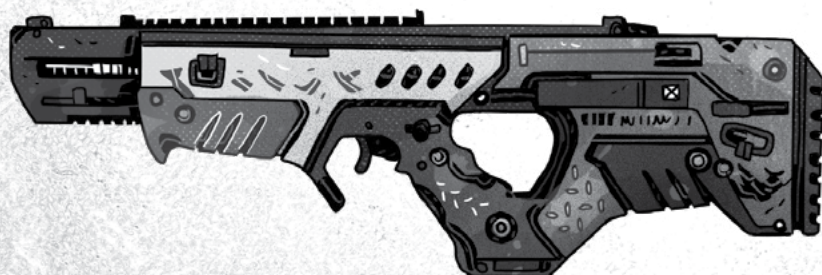
Example: A Pilot crew member fails a Jump movement Challenge Test and falls 5 inches. This would be 5 damage, enough to put the crew member out of the game. The Pilot makes a Reaction 5 Test with their Reaction stat of 5 and rolls a 2, 4, 4, 8, and 12. All successes! Amazingly, the pilot rolls with the fall and suffers only 2 damage (2.5 rounded down). If the pilot had failed this Reaction Test, they would have suffered 5 damage (damage equal to the inches fallen).

Ending a Move

A model may only move onto a surface that can support it. If your model cannot be placed on the surface without tipping over, falling, or requiring some additional support, it may NOT be placed on that position and that move is illegal.

If it sits, it fits.

It's really that easy. When the question arises, "Can I place my model here?" if you can place the model there and remove your hand, without any additional support to prop it up, and it stays in place, then yes, it can be in that location. If you can't, you can't. This can sometimes create a case where a model can be placed on a small high platform or similar, in such a way as to prevent any other model from being placed there (e.g. placing a model in the center of a platform to prevent anything else that would normally fit there from fitting). If this happens: First, stop being gamey. Second, if the additional model would fit in the space if not for the first model's position, AND the first model can be moved without it violating the rule above, then that first model should be scooted and the second model should be placed safely on the platform or similar raised area.





Combat

There are some dark, dangerous, and forgotten things in the depths of Space Station Zero, and most of them are not happy about your invasion of their space. This means that, as you explore the space station, combat is inevitable. Combat against an active opponent that can fight back is a specific kind of Challenge Test that has some special rules.

Making an attack is done through a Combat Challenge Test and is an action (see Activation and Actions, page 13). There are two kinds of attacks, **Close** and **Ranged** (see below). When an attack is made, the crew member rolls a Challenge Test using their Combat score, but there is no set Success or Target Number. The attacking player rolls all of their attack dice, which is their Combat stat plus any modifiers for weapons or other special abilities. The even-numbered results, after modifiers and abilities, represent the amount of potential damage your crew member has dealt to their opponent. If the defender is wearing armor, then their Armor value becomes the Target Number the attacker must roll to count as a success. For example, a simple Armored Jacket is Armor 4+, which means the check is a Combat X (4+) check, and only the even results of 4 or more count as successes.

The defender then rolls their defense check, which is their Combat stat (including any special abilities, but weapons do NOT apply to defense rolls). The two amounts of successes between the defender and attacker are then compared. If the attacker has more successes, then the difference in successes is the amount of damage dealt. If the attacker and defender are tied, nothing happens. If the defender has more successes than the attacker and this was a Close Attack, then the attacker suffers the difference in damage – their opponent has managed to successfully turn the tables and reflect their attack back at them. If the defender has more successes than the attacker and this was a Ranged Attack, the defender suffers no damage.

Close Attack: A Close Attack is any attack made at an enemy within 1" of the attacking model. The specific weapon could be a sword, pistol, rifle, or anything else – the weapon doesn't matter. Only the distance defines a Close Attack. Weapons that have the Close keyword may only make Close Attacks.

Ranged Attack: A Ranged Attack is any attack made at an enemy more than 1" away from the attacking model. Ranged Attacks can only be made with weapons that do NOT have the Close property. Making a Ranged Attack requires that the attacker can see the target of the attack. If the target of the attack is blocked completely by terrain, or otherwise not visible to the attacker, the attacker may not make that attack.

Example: A Soldier crew member is wielding a plasma sword and at-

tacks a rogue robot defender in the depths of the space station. The Soldier has a Combat of 5 and the plasma sword adds +3 for attacks, giving the Soldier a total of eight dice for this test. The Soldier rolls the dice and gets a 2, 3, 6, 6, 7, 8, 10, and 10. The robot defender has an Armor of 4, so only the 6, 6, 8, 10, and 10 count as successes, giving the Soldier five total successes. The robot is old and barely functional, having a Combat of 3. The defender rolls a 2, 6, and 9, giving it two successes. This reduces the total number of successes of the Soldier from five to three. The robot defender suffers 3 damage, and this attack is resolved.

Combat Steps

1. Attacker rolls Combat Challenge Test (including weapon and all modifiers).
2. Attacker determines number of successes (even-numbered results equal to or greater than the target's Armor value).
3. Defender rolls a Combat Challenge Test (including all modifiers, but the weapon does NOT apply to defense rolls).
4. If the attacker has more successes, the defender suffers the difference in successes in damage.
5. If the attacker and defender are tied on successes, no damage is dealt.
6. If the defender has more successes AND this is a Close Attack, the attacker suffers damage equal to the difference in successes. If the defender has more successes and this is a Ranged Attack, no damage is dealt.

Suffering Damage

Attacks deal damage if they are successful. Each time damage is dealt, the crew member or enemy creature reduces its current Life total by an amount equal to the damage dealt. Whenever a Life Challenge Test is made, you utilize the stat, not your current Life total (e.g., if a crew member has a Life stat of 5, and has suffered 3 damage, they would roll 5 dice for the Life Challenge Test, not 2).

If damage ever causes a crew member or enemy creature's Life to drop to 0 Life or less, they are taken Out of Action and Removed from Play.

Healing Damage

A model is considered to have suffered damage if the model has a current Life total less than that model's Life stat. Some effects in the game will allow you to heal a model. When a model is healed, the amount healed is added to that model's current Life total. A crew member or enemy creature can never have their Life increased above their Life stat by healing.

Line of Sight

A model is considered to have line of sight to any other model if,

If a model has a single, little antenna sticking up, then it's perfectly reasonable to say that model is outside of line of sight. Irrelevant flash, flourish, and accoutrement can be ignored in the idea of friendly play, but if some part of the model is visible (a foot, arm, or something of that nature), then of course, it can be targeted. Always remember: this is a game, it's meant to be fun, and there will never be a perfect way to resolve this question, so err on the side of allowance and the friendly call.

and only if, when looking from the perspective of that model, you can see any part of the enemy model.

Hidden Enemies

Some enemies are Hidden when a Challenge begins. Spotting a Hidden enemy is a Reaction Challenge Test with a Success Number equal to the Reaction stat of the enemy. At the start of the Challenge, each crew must choose one crew member to make this Reaction Challenge Test. This does not require Activation, but it may be attempted only once by one crew member from each crew participating in the Challenge. If this test is passed, the Hidden enemies are placed onto the board and set up as normal. If this test is failed, the Hidden enemies are not placed on the board and may not be targeted until they Activate. When a Hidden enemy Activates, they are no longer Hidden.

Hidden enemies will Activate last amongst all other enemies and obstacles. When Activated, they are placed on the board as directed by the challenge and may act as normal during their Activation. They are no longer considered Hidden.

Cover

Sometimes the best defense is to hide. When high-tech lasers, plasma, and projectiles start whizzing through the artificial air, it's good to put something solid between yourself and the creature shooting. When there is a solid object between someone making a Ranged Attack and their target, this is called Cover.

A model has Cover from their attacker if an imaginary straight line drawn from the closest point on both of their bases passes horizontally through terrain but the target is still visible to the attacker. Cover is only effective against Ranged Attacks and has no effect on Close Attacks.

If a model has Cover, they increase their Armor by 2 against that attack (see Combat, page 22). If the target of the attack is not wearing armor of any kind, then they are considered to have Armor 4+.





CREATING YOUR CREW

Your first step in exploring Space Station Zero is to create your crew. To create your crew, you will first need to determine the crew type, then you will choose the type of ship your crew was on when they were marooned at the space station. Next, you will build out your commander, select your crew members, and finally equip your crew for their mission of exploration.

Steps to Creating Your Crew

When you create a new crew to explore Space Station Zero, complete the following steps:

1. Choose your Crew Type
2. Choose your Ship Type
3. Create your Commander
4. Choose your crew
5. Select your Edge
6. Assign your equipment

Crews that find themselves at Space Station Zero come in all shapes and sizes. You should feel free to make your crew whatever species or type you like. Perhaps they are marines, engineered to be the perfect warriors. Maybe they are an advanced science crew trying to boldly explore space. They could be insectoids, silicon beings, humans from an alternate reality, fish people – whatever you can imagine, you can model.

Crew Type

When it comes to the specific race or species of your crew, you are free to determine those details on your own as a modeling choice. However, you have to choose your crew's size. This determines their base stats. There are three sizes of crew: eight-, six-, and four-individual crews.



Eight Crewmembers

These large crews often consist of new recruits, novices at their particular role, or just greenhorns on the ship. They may also be from a species that is smaller or less robust, which requires more crew members to perform the same roles. Crews with eight models have the following stats.

From an eight person crew

Lf: 3 Mv: 4 Co: 2 Re: 3 In: 2

Six Crewmembers

These crews have some experience and training in their roles and have achieved competence within their ship. They may also be from a more normative species when it comes to physical capabilities. Crews with six models have the following stats.

From a six person crew

Lf: 4 Mv: 4 Co: 3 Re: 3 In: 3

Four Crewmembers

These crews are often hardened veterans and/or the best of the best at their particular role. They may also be from species that are more naturally powerful, robust, or endowed with higher physical prowess. Crews with four models have the following stats.

From a four person crew

Lf: 6 Mv: 4 Co: 4 Re: 4 In: 4

Ship Type

Ships from countless species and corners of the universe have found themselves at Space Station Zero. These ships vary greatly in purpose on their journey through the cosmos. Some are medical ships, traveling to distant planets on missions of mercy. Others are ships of war, setting a course for destruction. Whatever the ship's original purpose, their new purpose is survival within the ancient labyrinth of the space station.

That original training, however, does determine the type of crew and the skills that they bring to their new life here. Your ship type determines the roles and specializations available to your crew. Each type of ship brings its own special benefits and restrictions.

Do I need to have a space ship model?

No, you do not. Your ship type only dictates the role your crew fulfilled before ending up at Space Station Zero, and now represents the types of crew members you can have and the functions they can perform. On the following pages, you'll find information about Medical, Science, War, Shipping, Pirate, and Exploration ships.



Medical

Medical ships travel their star systems bringing comfort and succor to those who are ravaged by war, disease, or disaster. Medical ships are full of professionals who are not just concerned with peace, but with undoing what violence and inequity bring to the universe. They are bringers of mercy.

Medical ships do not have much in the way of soldiers, but when it comes to healing, few crews are better.

Commander: The Commander of a Medical ship gains the Senior Doctor ability. A Commander with the Senior Doctor ability can use Medical Attention in the same manner as a Medical Officer and may reroll one of the dice when they make such a check. The Commander also gains +1 to Intelligence.

Crew Type: At least 50% of the crew members selected for a Medical ship must be Medical Officers. Up to one of these may be a Senior Physician.

Equipment: Medical crews may select any equipment from the General or Medical categories.

Available Crew Types: Medical Officer, Soldier, Engineer, Scientist, Pilot, Senior Physician.



Science

Science vessels travel known systems and collect vital information on unusual phenomena, both stellar and planetary. Science vessels are full of scientists and researchers performing the most cutting-edge research, harvesting rare elements, and pushing their species further and further into the future.

Science ships are not combatants, but there are few problems they normally encounter that they cannot solve.

Commander: The Commander of a Science ship gains the Practiced Scientist ability. Whenever a Commander with the Practiced Scientist ability uses Intelligence in a Challenge Test and fails a check, they may immediately reroll that check. The Commander also gains a +1 to Intelligence.

Crew Type: At least 50% of the crew members selected for a Science ship must be Scientists. Up to one of these may be a Lead Scientist.

Equipment: Science crews may select any equipment from the General or Scientific Gear categories.

Available Crew Types: Medical Officer, Soldier, Engineer, Scientist, Pilot, Lead Scientist.



War

Warships are one of the common types of ships across the universe. The sad reality of sentient life is that it often breeds chaos and conflict. Regardless of species, these crews serve a similar purpose: defending borders, attacking enemies, and securing their claimed area of space.

Warships are known for being the most rowdy within Space Station Zero, but many come to find that brute force alone cannot tame the ancient space station.

Commander: The Commander of a warship gains the Warmaster ability. Whenever a Commander with the Warmaster ability makes a Combat Challenge Test (to attack or defend), they may select their highest odd roll and move it up one pip to the next highest even result (e.g. if the highest odd roll was a 9, the Commander may change that result to a 10). This may result in a Critical Success or remove a Critical Failure. The Commander also gains a +1 to Combat.

Crew Type: At least 50% of the crew members selected for a Warship must be Soldiers. Up to one of these may be a Veteran Soldier.

Equipment: War crews may select any equipment from the General or Advanced Weaponry categories.

Available Crew Types: Medical Officer, Soldier, Engineer, Scientist, Pilot, Veteran Soldier.



Shipping

The only ship type more common across the universe than warships are shipping vessels. Resources, goods, and people have a problem: they are often in one place when they need to be in another. This very basic challenge of physics has led to shipping being a necessity, from the earliest villages on single planets to galaxy-spanning empires.

Shipping vessels are known for operating within well-traveled space but also sometimes carrying goods to the fringes of their massive civilizations. This means these ships are generally full of people who are just trying to make a living, but also wily about the dangers around them.

Commander: The Commander of a Shipping vessel gains the Logistics Expert ability. Once per turn, whenever a crew member – including the Commander – begins an activation within 3 inches of the Commander with the Logistics Expert ability, they may move twice their Move stat in inches (this does not cost their action, and they may still use their action to move as normal). The Commander also gains a +1 to Life.

Crew Type: Shipping vessels may not contain more than two members of any single crew type.

Equipment: Shipping crews may select equipment from any category.

Available Crew Types: Medical Officer, Soldier, Engineer, Pilot.



Pirate

Where there is shipping, there are always pirates. Pirates are bandits who live outside of the laws of their species and make their trade through plunder and raiding. Some of these pirates are blood-thirsty ravagers, leaving none alive to tell their tales. Other pirates live by a strict code and avoid bloodshed at all costs, collecting the goods from the wealthy elites of their society and redistributing to the poor and the outcast (which usually includes the pirates).

Pirate ships often operate in and out of known space. They lead dangerous lives, and the biggest change for them after coming to Space Station Zero is that there is rarely anything worth stealing – from other crews at least.

Commander: The Commander of a Pirate vessel gains the Sneaky Scoundrel ability. Once per turn, when an opponent makes a roll to retain Initiative (see page 13), a Commander with the Sneaky Scoundrel ability may force the opponent to reroll that roll. The Commander also gains a +1 to Move.

Crew Type: Pirate vessels may recruit crew members of any standard type available to them in any number. They may recruit up to one Ace Pilot.

Equipment: Pirate crews may select equipment from any category except Advanced Technology. When selecting initial equipment, Pirate crews gain two additional pieces of equipment.

Available Crew Types: Medical Officer, Soldier, Engineer, Pilot, Ace Pilot.



Exploration

A fascinating truth of the universe: it's quite large. No matter how large a civilization or empire grows, there is always far more of the universe outside of it than within it. This is where explorers come in handy. They boldly go where – usually – others haven't before, charting new systems, worlds, stars, and phenomena. They are often the first to encounter other species and begin relations (or conflicts, depending on the civilization).

Explorers are known for a rugged survivalism. They are perhaps the best equipped, both in training and psychology, for Space Station Zero.

Commander: The Commander of an Exploration vessel gains the Survival Specialist ability. Once per game, when a member of the Commander's crew would be reduced to 0 Life, they are not. Instead, whatever damage was dealt by that Challenge Test is ignored. The Commander may use this ability on themselves. The Commander also gains a +1 to Reaction.

Crew Type: Explorer vessels must have one member of each standard crew type (if possible based on the size of the crew), and may freely recruit any standard crew member once this is fulfilled. Explorers may also choose one Chief Engineer in place of a standard Engineer and one Ace Pilot in place of a Pilot to meet the crew type requirements.

Equipment: Explorer crews may select equipment from the General Equipment, Medical Equipment, or Scientific Equipment categories.

Available Crew Types: Medical Officer, Soldier, Engineer, Scientist, Pilot, Chief Engineer, Ace Pilot.



Making Your Commander

Your next step in creating your crew is to create your Commander. Commanders come by many different names – captains, admirals, chiefs, commandants – whatever the term, the authority is the same. In the cold, unforgiving dangers of space, there has to be one being charged with the protection of the crew and setting the agenda for their journeys. Some Commanders are iron-fisted authoritarians, while others are peaceful diplomats leading by academic example. Whether warrior-born or bon-vivant, Commanders are where the buck stops. Your Commander is in addition to the number of crew gained through your species type.

1. *Your Commander begins with stats as per your Crew Type (Four, Six or Eight).*
2. *Your Ship Type will provide a bonus to a stat.*
3. *Your Commander gains an additional 3 points, which may be allocated to any stat(s) in any combination.*
4. *Your Commander may select one bonus piece of equipment from any list their Ship Type gives them access to, or from the Advanced Technology list.*

Now that you have defined your Commander, your next step is to fill out your Crew.

Crew Members

The following crew members are available to recruit based on your Ship type. Remember, your Crew type determines your total crew size (see page 24). Each crew member has a list of Ship types. A crew member may be recruited if your ship matches their Ship type, although there may be additional restrictions on how many crew of that type you can recruit.

A standard crew member may sometimes be duplicated based on your Crew type. You may never recruit more than one Advanced crew member in your initial ship's crew.

All crew members receive some kind of bonus to their stats. Apply this bonus to the base stat based on your Species Type.

Finally, all crew members have at least one special ability (with Advanced crew members often having two). These special abilities may be utilized by a crew member during their exploration of the space station or in skirmish battles.

Medical Officer

Available Ship Types: Medical, Science, War, Shipping, Pirate, Exploration.

Type: Standard

Stat Bonus: +1 Intelligence

Special Ability: *Medical Attention* - As an action, a Medical Officer may make an Intelligence Challenge Test X (6+) on any crew member or enemy creature – including themselves – that is within 1" with at least 1 Life remaining. Each success restores 1 point of Life to that crew member or creature.

Soldier

Available Ship Types: Medical, Science, War, Shipping, Pirate, Exploration.

Type: Standard

Stat Bonus: +1 Combat

Special Ability: *Combat Specialist* - Once per turn, when the Soldier makes a Combat Challenge Test, they may select any two dice from the results and reroll those dice.

Engineer

Available Ship Types: Medical, Science, War, Shipping, Pirate, Exploration.

Type: Standard

Stat Bonus: +1 Reaction

Special Ability: *Weapon Tuning* - At the start of a Challenge, as long as the Engineer is present in the crew and alive, they may select a single Weapon and increase the bonus to the Combat Stat for that weapon by 1. This bonus is retained for that challenge only. This bonus may not be applied to a single Weapon more than once

(in the case of multiple Engineers).

Scientist

Available Ship Types: Medical, Science, War, Exploration.

Type: Standard

Stat Bonus: +1 Intelligence

Special Ability: *Armor Tuning* - At the start of a Challenge, as long as the Scientist is present in the crew and alive, they may select a single Armor and increase the Armor value of that Armor by 2. This bonus is retained for that challenge only. This bonus may not be applied to a single Armor more than once (in the case of multiple Scientists).

Pilot

Available Ship Types: Medical, Science, War, Shipping, Pirate, Exploration.

Type: Standard

Stat Bonus: +1 Reaction

Special Ability: *Awareness* - Whenever a Pilot crew member makes a Reaction Challenge Test to avoid damage or spot a Hidden creature, they may roll two additional dice.

Senior Physician

Available Ship Types: Medical

Type: Advanced

Stat Bonus: +2 Intelligence

Special Ability: *Improved Medical Attention* - The Senior Physician has the Medical Attention ability of the Medical Officer. In addition, when they use this ability, they may restore 2 points of Life for each success on this check instead of 1.

Lead Scientist

Available Ship Types: Science

Type: Advanced

Stat Bonus: +2 Intelligence

Special Ability: *Area of Focus* - The Lead Scientist is a paragon of research in their field. Select either Alien Tech, Xenobiology, or Chemistry. Whenever the Lead Scientist makes a Challenge Test in the area of their selection (e.g. they have selected Alien Tech and are making an Intelligence Challenge Test to repair a broken piece of technology in Space Station Zero), they may select the highest odd-numbered roll and move it up one (e.g. if the highest odd-numbered roll was 9, they could move it up to 10).

Special Ability: *Armor Tuning* - as per Scientist

Veteran Soldier

Available Ship Types: War

Type: Advanced

Stat Bonus: +2 Combat

Special Ability: *Hard to Kill* - Whenever a Veteran Soldier suffers

Medical Attention and Variable Success numbers

This test does not have a set Success Number because, like a Combat Challenge Test, your crew member is simply rolling for as many successes as they can achieve given their pool of dice. Any number of successes from one to all of the dice just increases the healing that the target receives.

damage as the result of a Combat Challenge Test, reduce the damage they suffer by 1 to a minimum of 0.

Special Ability: *Combat Specialist* - as per Soldier

Chief Engineer

Available Ship Types: Exploration

Type: Advanced

Stat Bonus: +1 Intelligence, +1 Reaction

Special Ability: *Bypass* - Once per Challenge, when making an Intelligence or Reaction Challenge test as an Action during their Activation, they may treat the Target Number as 0 instead of its normal value.

Special Ability: *Weapon Tuning* - as per Engineer

Ace Pilot

Available Ship Types: War, Pirate, Exploration

Type: Advanced

Stat Bonus: +2 Reaction

Special Ability: *Ultimate Ace* - Whenever the Ace Pilot makes a Challenge Test roll, they may reroll a single dice result of 1.

Special Ability: *Awareness* - as per Pilot

What is an Edge?

Mechanically, an Edge represents a benefit or bonus your crew will utilize in a Challenge. Narratively, an Edge lets you define your crew and match them to your playstyle.

Edge

The ships that show up at Space Station Zero hail from every corner of this impossibly-large universe. Species of all shapes, sizes, and levels of advancement find themselves marooned at the ancient space station. Each of these species has generally focused on something that makes them unique across the myriad civilizations in the vast universe.

When you create your crew, you can select a single Edge from the list below and apply it to your crew as detailed. This represents what sets **your** pirates apart from other space pirates in the vast universe.

Armored Force: All members of your crew have Power Armor that provides Armor (6).

Nano Tech: Each member of your crew regain 1 Life when they activate to a maximum of their Life stat.

Psionic Talent: Your Commander is Psionic and gains the following ability – Psionic Crush: As an Action, your Commander may make a Ranged Attack using an Intelligence Challenge Test instead of a Combat Challenge Test. This is defended by an Intelligence Challenge Test. Damage is applied as normal and Armor does not apply to this attack. In addition, whenever any member of your crew makes a Reaction Challenge Test to avoid damage, they may roll one additional dice.

Telekinesis: Your Commander gains Fly. In addition, when a member of your crew makes a Reaction Challenge Test as an Action, they may increase the range where they are able to make such a Reaction Challenge Test by 4 inches.

Artificial Life Forms: Whenever a member of your crew is reduced to 0 Life, they may roll a d12. On a roll of 9+, they are not reduced to 0 Life, but instead reduced to 1 Life. All additional damage from that attack is negated.

Warrior Born: All members of your crew gain +1 to their Combat stat.

Hive Mind: Once per turn, any member of your crew may make an Intelligence Challenge Test using the Intelligence stat of any member of your crew. In addition, any member of your crew may reroll up to two dice when making a Reaction Challenge Test to spot a Hidden enemy (see Hidden, page 22).

Harmonious Culture: Whenever a crew member makes a Challenge Test within 1" of another member of their crew, they may reroll a single dice from the results.

Natural Brutes: Whenever a member of this crew makes a Combat Challenge Test with a Close weapon, or a Life Challenge Test, they may roll two additional dice.

Smugglers: Your crew may select three additional pieces of Advanced Weaponry or Advanced Technology.

Shapeshifters: Your crew may not be attacked by any enemy with the Xenobiological type until your crew has made an attack or Combat Challenge Test. If the text in 'Ending the Challenge' requires you to defeat all enemies of a Xenobiological type, you may ignore this text and end the Challenge if you did not attack any such enemies.

Time Masters: Once per turn, after any Challenge Test roll is made (by any crew member or enemy), you may rewind time. If you do so, that Challenge Test is discarded and a new Challenge Test is rolled. If an effect would trigger during a challenge at the beginning or end of a turn, this effect is delayed by one full turn before taking effect. For example, if a bomb were to blow up at the end of turn 4 in a Challenge, Time Masters would make it so the bomb does not detonate until the end of turn 5.

Chemically Enhanced: Once per turn, before making a Challenge Test, one member of your crew may choose to make it as a Chemically Enhanced Check. If they do so, they may double their stat for the associated check (e.g., if the crew member had a Reaction of 4, they may treat it as 8 for this check). Once this Challenge Test is

complete, the crew member loses an amount of Life equal to half the increase in the stat, rounding up (the previous crew member would suffer 2 damage, for example).

Parasites: Whenever a crew member is reduced to 0 Life, if there is a creature of the Xenobiological type within 3 inches that is not already part of your crew, you may make a special Life Challenge Test. Roll the Life Challenge as normal. If you do so, that creature then rolls a Movement Challenge Test. If your crew member has more successes, you have now taken over that creature. Your crew member is still killed, but you now control that creature. The creature utilizes the slain crew member's stats, special abilities, and equipment for this "new" crew member.

Equipment

When you are creating your crew, you may select up to one weapon for each crew member and up to three other pieces of equipment total. You may choose this equipment from any table that you have access to based on your Ship Type.

General Equipment

Scanner (Detection)

User gains +1 dice when making a Reaction Challenge Test to spot a Hidden enemy.

Medi-Bag (Medical)

User gains +2 dice when using the Medical Attention ability.

Sidearm (Weapon, Ranged)

User gains +2 dice when making a Combat Challenge Test.

Melee Weapon (Weapon, Close)

User gains +2 dice when making a Combat Challenge Test.

Armored Jacket (Armor)

Armor (4)

Medical Equipment

Antitoxin (Medical)

User gains +2 dice when making a Life Challenge Test against a Chemical.

Stabilization Module (Medical)

You may reroll one roll on the Injury and Death table after each Challenge (see Injuries and Death, page 40).

Hazard Suit (Medical)

User gains +1 dice to all Life Challenge Tests.

Emergency Med-Patch (Medical)



Once per Challenge, user may apply to self or crew member within 1 inch, target regains 3 Life.

Stim-Shot (Medical)

Single Use, user gains +2 to Life and Movement for the duration of a single Challenge.

Advanced Weaponry

Energy Melee Weapon (Weapon, Close, Energy)

User gains +3 dice to Combat Challenge Tests. Ignores Armor.

Energy Missile Weapon (Weapon, Ranged, Energy)

User gains +3 dice to Combat Challenge Tests.

Heavy Kinetic Missile Weapon (Weapon, Ranged, Kinetic)

User gains +3 dice to Combat Challenge Tests.

Heavy Melee Weapon (Weapon, Close, Kinetic)

User gains +3 dice to Combat Challenge Tests. Adds to Combat Challenge Defense Tests.

Scientific Gear

Hyper-Scanner (Detection)

User gains +2 dice to Reaction Challenge Tests.

Chem-Protection Suit (Armor)

User reduces all damage suffered from Chemical Challenges by 2.

Advanced Tech Kit (Detection)

User gains +3 dice to Intelligence Challenge Tests involving Alien Technology.

Mini-Lab Kit (Detection)

User gains +1 dice to Intelligence Challenge Tests.

Advanced Technology

Ablative Shields (Armor)

Armor 8 against Ranged Kinetic attacks.

Jump Boots (Mobility)

User gains Fly and +2 to Movement

Drone System (Special)

The user has a Drone. They may choose either a Shielding Drone or a Targeting Drone.

Shielding Drone: Whenever the user would suffer damage from a Combat Challenge Test attack that is 4 or less, the Shielding Drone may intervene and reduce the damage to 0. It may do this once per turn.

Targeting Drone: Whenever the user makes a Combat Challenge

Weapon Types

You will notice that this equipment list does not have specific weapons, like a pulse laser rifle or quad-plasma cannon. This is intentional. The weapons offered in this table are meant to represent a wide range of technologies, and more importantly, miniatures. When you select an Energy Missile Weapon, it can be whatever you want, if appropriate for the models you own and the way you want to make your crew.

Test with a Ranged weapon, they may increase their Combat by 2 if the target is more than 3 inches away.

Point-to-Point Teleporter (Mobility)

When moving as an Action, the user may move to any point they can see. User may still move for free before/after this Action.

Heads-Up Display (Detection)

User gains +2 to their Reaction stat when attempting to spot a Hidden enemy. In addition, when making a Reaction Challenge Test of any kind, they may roll one additional dice and discard one dice of their choice (these bonuses are cumulative).

Secondary Agendas [Optional]

The reasons for crews to explore the depths of the ancient space station are numerous. There is technology beyond imagination, resources that can aid life in the habitable zone, and of course – answers. Answers to how the crew might escape and find their way back to their own corner of the vast universe. Some crews, however, have very specific reasons for undertaking their excursions. These specific reasons draw them into the darkness and the danger, for they are more than idle curiosity; they are a necessity.

If you wish to utilize Secondary Agendas, you roll on the table below to assign your crew a Secondary Agenda. This is something unique to your crew and an additional goal that may provide challenges and rewards throughout the exploration of the space station. If this is not your first time taking a crew into the space station, then the use of these Secondary Agendas is encouraged, as they may also serve as narrative connective tissue to previous explorations and their failures.

If you have played a previous campaign of Space Station Zero (regardless of the outcome of that playthrough), and if you have completed any parts of a Secondary Agenda without fully completing that agenda, then you may choose the same Secondary Agenda and attempt to pick up where you left off with your previous crew. Your crew retains the items you have gained toward completion.

If this is your first time playing Space Station Zero, you may want to skip the Secondary Agendas. This optional element will increase difficulty but can also yield rewards as you explore the massive space station. It is likely it will take you multiple attempts to complete the game's narrative, so it's best to start simply.



d12 Roll	Agenda	Description
1-2	Rescue	A member of your ship has gone missing in the depths of the space station and must now be retrieved.
3-4	Tech	Your crew is in desperate need of a piece of ancient, powerful tech that has been rumored to exist deep in the space station.
5-6	Biology	Your crew needs a specific biological sample from the creatures that inhabit the dark places of the space station – perhaps for medicine, research, science, or darker purposes.
7-8	Data	Your crew needs information that can only be located in the databases deep within the heart of the space station to solve a pressing problem on your escape.
9-10	Weapons	Your crew is in grave danger, but weapons from the depths of the space station may help to even the odds.
11-12	Medicine	Some of your crew are injured or have fallen ill and will soon perish. The powerful medicines and technologies in the space station may be able to save them.

Sample Crew

Below you can see how you might use the rules on the previous pages to put together a sample crew.

In this example, a player is looking for a tough, heavily-armored crew. They see their crew as being capable combatants from a harmonious society. To suit this, the player selects a four-member crew and chooses an Exploration ship. Explorer crews must select one member of each Crew type, so the player selects a Soldier, Medical Officer, Scientist, and Pilot. The player designs their Commander to be a combatant, choosing to put bonus points into Life, Reaction, and Combat. When selecting equipment, the player chooses a mix of equipment from General Weapons and Scientific Gear. Finally, since the player sees these beings as group problem-solvers, they choose Harmonious Culture as their Edge, giving the whole crew better odds with Challenge Tests.



POST-GAME PROCESS

As your group makes its way through Space Station Zero, they will suffer injuries, lose crew, and possibly find items of value that will aid in your continued journey. After each Challenge, you will follow the steps below to determine the state your crew and their disposition as you continue your exploration.

Death is Real

Space Station Zero is meant to be a difficult campaign to defeat. There is a good reason that most crews stay within the safety of Dock Zero and do not explore deeper into the space station – those that do, rarely come back.

During a campaign of Space Station Zero, it is highly likely that many members of your crew will die and that you will ultimately fail to defeat the campaign in a single play-through. Take heart! There are always new crews arriving at the space station and additional chances to succeed.

Step 1: Injuries and Death

Your first step after each Challenge is to resolve the ultimate fate of your crew members that were put Out of Action and Removed from Play. When a crew member is infected with a nanovirus, clawed by mutants, or caught in a phosphorus explosion, they won't always survive, even with advanced medical care. They might have been incapacitated, injured, or killed. It's possible that the rest of your crew may have gotten to them in time to save them, or perhaps they bled out on the cold metal floor of the ancient space station.

Roll once on the table below for each crew member that was put Out of Action and Removed from Play. Once you have determined the fate of all crew members put Out of Action, all crew members are healed to their full Life stat and all damage is removed (it is assumed that in between challenges, crew members are able to use basic medical care to repair wounds when not in immediate danger).

2d12 Roll	Result
1-2	Dead?: See page 114, number 1.
3-5	Worse for Wear: The crew member lives, but permanently reduces all stats by 1.
6-11	Dead and Gone: The crew member is dead.
12-17	Full Recovery: The crew member has recovered and has no penalties.
18-20	Recovery Time: The crew member will live, but may not participate in the next Challenge (it may participate in future Challenges as normal).
21-23	Unexpected Recovery: The crew member will live and may increase one stat of their choice by 1.
24	It's a Miracle: The crew member lives and increases all of their stats by 1.

Step 2: Experience

In Space Station Zero, you either learn quickly, or you die. The challenges of Space Station Zero test your crews mentally and physically. It's a cruel crucible through which few pass unaffected.

Once you have determined who has lived through the Challenge, your surviving crew members gain experience. Follow the steps below to apply experience to each of your crew members.

1. Apply any experience granted by the Challenge in the challenge description.
2. Each crew member that survives the Challenge gains 1 experience point.
3. Your Commander gains 1 bonus experience point if they survive the Challenge.
4. If you have gained any Knowledge Shards, you gain the relevant ability.

Once you have applied the experience above, check against the tables below to determine if any of your crew members advance. Refer to the appropriate table below based on your Commander or your other crew members.

Commander Experience Table

XP Total	Advancement
7	Increase a single stat of your choice by 1.
14	Skill Expertise: When your Commander makes a non-Combat Challenge Test, they may roll one additional dice.
21	Increase a single stat of your choice by 1.
28	Determined Leader: Once per Challenge, after your Commander Activates, they may choose to retain initiative without rolling (see page 13). You may then activate one additional crew member as normal, and must then roll to retain initiative as normal.
35	Increase a single stat of your choice by 1.

Crew Member Experience Table

XP Total	Advancement
5	Increase the crew member's Life or Move by 1.
10	Increase the crew member's Combat, Reaction, or Intelligence by 1.
15	Increase the crew member's Life or Move by 1.
25	Increase the crew member's Combat, Reaction, or Intelligence by 1.
30	Increase the crew member's Life or Move by 1.

Once these two steps are complete, you are ready to continue your journey through Space Station Zero and may proceed to the next Challenge.

SPACE STATION ZERO CHALLENGES

Enemy AI

During many of the Challenges, you will encounter a variety of enemies, such as dangerous mutants or rogue drones. These enemies use the actions below to dictate what they do during each of their Activations. These enemies roll to retain Initiative as normal (see Activation, page 13), unless stated otherwise. Note that some individual enemies may modify the basic steps below, but this will be clearly described in that individual enemy's description.

When an enemy Activates, they will take one of the following actions based on the situation the enemy is in. Read this list in order and apply the first action that applies. The enemy will not take any other actions during its Activation, unless the enemy description within the Challenge specifically instructs it to do so.

Enemy Action Priority

1. If the enemy has a crew member within 1 inch, they will attack that crew member with any Close weapon if they are armed with one, or a Ranged weapon if they are not. If multiple crew members are within 1 inch, the enemy will attack the crew member with the lowest remaining Life. If multiple crew members are tied for the lowest Life, randomly determine which crew member the enemy attacks.
2. If the enemy does not have a crew member within 1 inch, but can see a crew member and is armed with a Ranged weapon, it will move directly away from the nearest crew member and it will attack the closest crew member it can see. If multiple crew members are equidistant, randomly determine which crew member the enemy attacks.
3. If the enemy does not have a crew member within 1 inch, and is not armed with a Ranged weapon but has a crew member (or multiple) within its Move stat in inches, it will move to the nearest crew member it can see and make an attack. If multiple crew members are equidistant, randomly determine which crew member the enemy attacks.
4. If the enemy does not have a crew member within 1 inch, and is not armed with a Ranged weapon and has no crew member within its Move stat in inches that it can see, it will move and use its action to move – moving twice – toward the nearest crew member it can see. If multiple crew members are equidistant, randomly determine which the enemy moves toward.

Enemy Set-Up

Enemies are placed within the marked zones on the map, unless they are **Hidden**. The individual Challenge will instruct you on the number of enemies to place and the locations to place them. When you place enemies on the map that are armed only with Close weapons, they should be placed as close to the crew starting zone as their starting zone allows. When you place enemies on the map that are armed with Ranged weapons of any kind, regardless of other weapons, they should be placed at the maximum distance from the crew starting zone.

Moving through Challenges

Once you have defeated a Challenge, as you are exploring, you may have cause to return to that Challenge, e.g., to backtrack to take other exits, or explore other directions through the space station. Unless stated otherwise, you can always backtrack through Challenges. You do not need to play through that Challenge again. If it has already been defeated, you may simply move through that area into other Challenges that lay beyond.

Some Challenges will have the **No Return** keyword at the end of the Challenge, in the 'Ending the Challenge' section. Once you have defeated this Challenge, you may no longer return to any previous Challenge that you have played through. You may return to future Challenges you defeat as normal until you encounter an additional **No Return** Challenge.

Ending the Challenge

At the end of every Challenge, there will be a list of potential exits from the bay or area you happen to find yourself in for this Challenge. Your crew must choose one of these potential exits and then proceed to the Challenge listed. Your crew is assumed to have explored other bays, pods, and places where no Challenge or items of interest were found, as they proceed through the space station.

Terrain

The ancient hulk of Space Station Zero has fallen into disrepair over millennia upon millennia. As your crews explore its bays and forgotten areas, they will encounter a large variety of unique and perilous terrain: radioactive engines, nanovirus bombs, leaking experiment tanks, and of course – piles of junk.

In the Challenges described in this section, there are two types of terrain: **Challenge Terrain** and **General Terrain**.

- **Challenge Terrain:** Some Challenges will list specific elements of terrain that must be placed on the board, with the approximate right size and position. These elements of terrain have

The General Terrain rules are meant to be a guide to help you and your friends have a fun and immersive experience in Space Station Zero. The terrain should be placed in a way that creates the environment as described in the various Challenges. If you want to go further – that's great! You should feel empowered to make the boards compelling, using whatever terrain you like. If you want more terrain on the board – do it! The same is true in reverse: if you do not have a large amount of varied sci-fi terrain, mix in other pieces, such as fantasy or modern terrain, or simply put less terrain on the board. Don't let terrain ever be a barrier to you having fun in Space Station Zero.

specific rules and interactions in relation to the larger challenge. They often pose a direct threat or obstacle to your crew and can be interacted with through various Challenge Tests, as described in those Challenges. As with all elements of Space Station Zero, if the Challenge calls for a "Reactor Core" and you do not have any piece of terrain that exactly fits that description, anything of similar size can stand-in. Your tables are always yours and we realize that not every player has a mountain of painted sci-fi terrain ready to go for every occasion.

- **General Terrain:** Challenge Maps will list any relevant terrain and objectives and label them appropriately as described in the Challenge (e.g., a Virus Bomb may be labeled as 'VB' on the map). When you set up your play space, you should also set up some general terrain. This terrain has no direct rules effect or interaction, but is meant to be used as Cover, to block movement, or otherwise make the Challenge more interesting than operating in a flat, open space. You will roll on the table below once for each quadrant of the map (each 15" by 11" space if you are using a standard 30" x 22" game board). The table below will list the amount of terrain and the rough size of the terrain's footprint. Regarding the height of the terrain, we recommend staying between 1" and 8" high for most terrain pieces for ease of play. In these instances, you should feel free to utilize any terrain you have of roughly that size when setting up your table for a game. You can use anything you find interesting. The biomes and bays of Space Station Zero are incredibly varied, so be creative as you set up your game board. In all cases, you may want to place some random scatter terrain – small items no more than 1" high or a few inches long – for color and visual interest. **All terrain placed from the table below must be placed at least 2" from all other non-scatter terrain and all objectives.**

Random Terrain Table

d12 Roll	Terrain
1-4	One piece of terrain (5" x 5")
5-8	Two pieces of terrain (5" x 5")
9-12	Two pieces of terrain (5" x 5") and 1d3 pieces of small terrain (2" x 2")

Crew Set-Up

Your crew (and the crew of any or all co-op players) is set up after all terrain, objectives, obstacles, and enemies are placed on the game board. There is no discrete order to set up the individual members of your crew. You may simply place all crew members for all players anywhere you wish within the starting zone of each Challenge.

Challenge 1

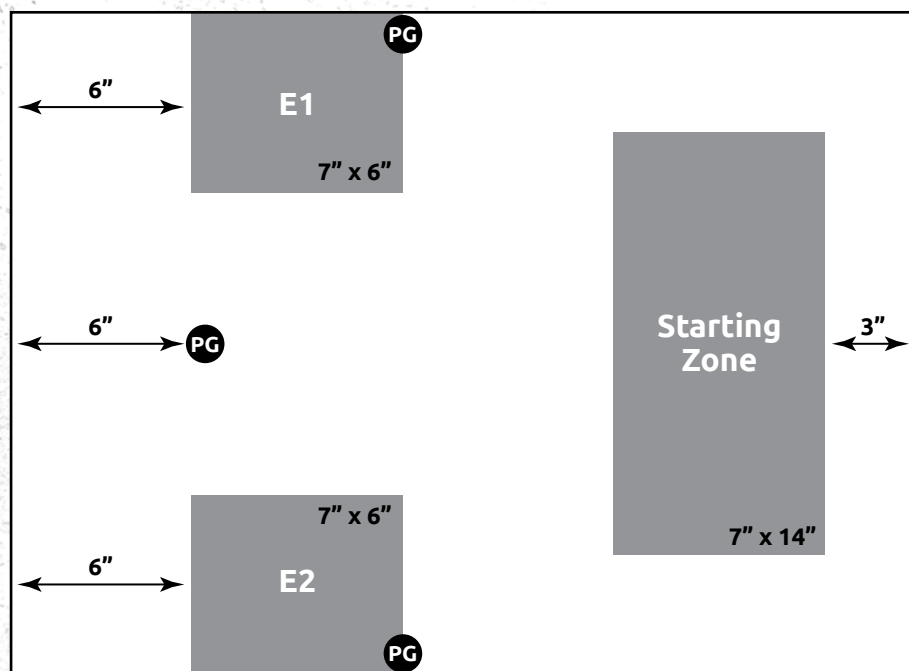
Docking Bay Access Port

Read the following before playing the Challenge:

Docking Bay Zero is a relatively safe area within the vast darkness of the space station. Leaving it behind, you enter one of the countless Docking Bay Access Ports that connect the safe zone to the wild and unexplored areas beyond. These bays are all broken down, barely lit, and full of dangers. Even the first steps into the depths of the space station are not easy.

Set-Up

The Terrain is set up as per the map below. This Challenge uses variable obstacles and enemies as below.



Obstacles and Enemies

For this Challenge, there are variable obstacles and enemies you must overcome. Before you begin the challenge, roll twice on the chart below. If you roll a duplicate, reroll until you get two unique results.

d12 Roll	Challenge
1-3	Poison Gas Leak (PG)
4-6	Collapsing Floor
7-9	Live Wires
10-12	Ancient Sentries

Poison Gas Leak [Chemical]

Old and broken-down pipes have started leaking potent and toxic gas into the bay. The three locations marked on the map "PG" are the sources of a Poison Gas Leak. Each time a crew member Activates, they must pass a Life Save with a Success Number equal to the number of active Poison Gas Leaks. If they fail, they suffer damage equal to the amount by which they failed the test.

The Poison Gas Leaks can be disarmed. This requires a Reaction Challenge Test 3, which may be made by any crew member within 1 inch of a Poison Gas Leak.

Collapsing Floor

The floor in this access bay has become rotten and thin with time and now poses a serious hazard. Each time a crew member moves, roll a d12. On the roll of 9+, the crew member steps on a rotten area of the floor and must make a Movement Save 3. If this test is failed, the crew member is Out of Action and Removed from Play, as they are caught in the crawl space between the floors. They do not need to roll on the Injuries and Death table after this Challenge. They suffer no permanent penalties, as they are simply trapped in the floor and can be recovered safely after the Challenge ends.

Live Conduits

The entire room is criss-crossed by ancient, rotting wires, as well as live wires that spark and electrify those that move throughout the space. Each time a crew member moves, they must make a Reaction Save 3. If they fail, they suffer damage equal to the amount by which they failed the test.

Crew members may attempt to disarm the Live Wires as an action, but they may not move during their Activation. To disarm the wires, they must make a Reaction Challenge Test 3. If they fail, they suffer damage equal to the amount by which they failed the test and the wires are not removed. Each time a crew member succeeds, reduce the Success Number for the Reaction Challenge Test for moving by 1 (i.e., reducing to 3, then 2, then 1, and then 0).

Ancient Sentries [Alien Tech]

This Access Bay is guarded by robotic guards so ancient they are barely functional, though they still have enough energy to threaten your crew. Set up six Ancient Sentries per crew participating in this challenge. The Ancient Sentries are set up equally divided between the two zones marked E1 and E2 on the map.

Ancient Sentry

Lf: 2 Mv: 3 Co: 3 Re: 2 In: 1

Equipment: The Ancient Sentries are armed with jagged claws (Weapon, Close, +1 Combat).

Ending the Challenge

The Challenge ends when all enemies are defeated. Your crew discovers multiple exits leading out of this area, and discusses which exit to take. Eventually, they decide to leave it up to chance.

When your crew(s) completes this challenge, roll on the table below:

d12 Roll	Challenge
1	Challenge 2
2-4	Challenge 3
5-8	Challenge 4
9-11	Challenge 5
12	Challenge 6

Challenge 2 The Darkened Hall

Read the following before playing the Challenge:

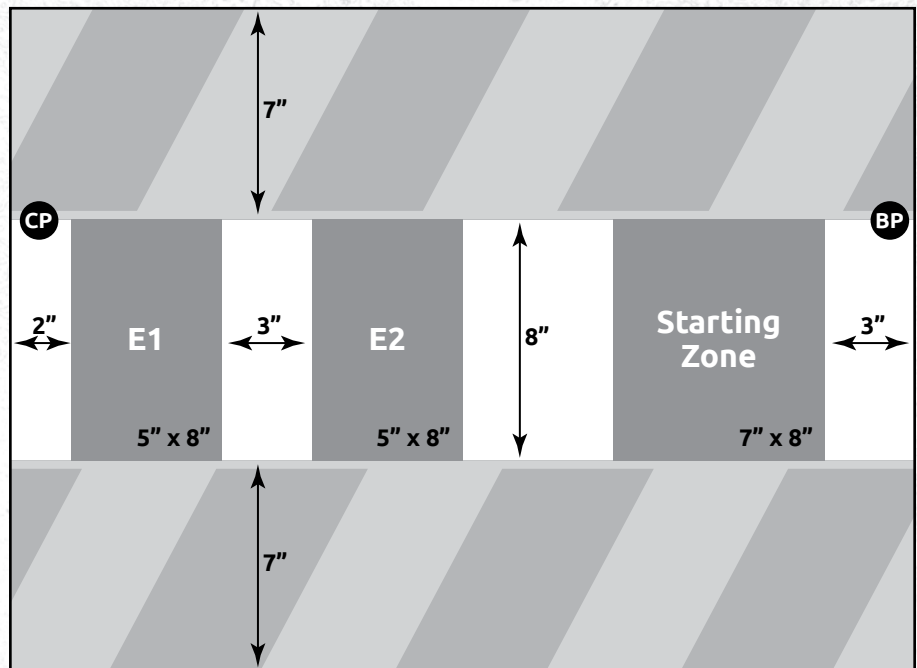
Your crew comes to a small, seemingly clear hallway with but a few blinking security lights active, casting the length of the space into a dim red pallor. It takes no more than a few steps to realize this hallway is far more dangerous than it appears. Two panels that seem to control the defenses of the hall can be found, one at each end, though the panel nearest your location is broken and unresponsive.

Set-Up

This Challenge does not utilize the full play board; instead, refer to the map below. All areas that are blocked out are impassable



(outside the hallway). Models may not move into this area under any circumstances, and no enemies are initially set up as part of this Challenge. When the Laser Trap activates (see Laser Trap below), set up four drone sentries per crew in this challenge. They are evenly divided between the areas marked E1 and E2 on the map.



Obstacles and Enemies

This Challenge contains the following obstacles your crew(s) must overcome:

- Laser Trap
- Collapsing Ceiling
- Drone Sentries

Laser Trap [Alien Tech]

- **Objective:** CP (Control Panel)
- **Objective:** BP (Broken Panel)

As your crew members step forward, a moving grid of lasers emits from the walls and begins sweeping the length of the hallway, threatening to cut your crew to ribbons. When a crew member moves during their Activation, at the end of their movement, they must make a Reaction Save 4. If they fail, they suffer damage equal to the amount by which they failed the test. In addition, the first time a crew member fails this test, activate the Drone Sentry below.

The working control panel (CP) may be used to deactivate the Laser Trap by any crew member within 1". To do so, they must make an Intelligence Challenge Test 5 (4+). If this is successful, the Laser Trap will no longer activate when crew members move.

The Broken Control Panel (BP) is at the closest end of the hall but

inoperative. It can be repaired with a Reaction Challenge Test 6. If this is successful, it may be used to deactivate the Laser Trap as above.

Collapsing Ceiling

The aged Laser Trap shears through crew and structure alike, weakening the support structures of the ceiling. Once the Laser Trap has activated for the first time during a crew member's Activation, all additional crew members must roll a d12. On a roll of 9+, they must make a Movement Save 3. If they fail, they suffer damage equal to the amount by which they failed the test.

Drone Sentry [Alien Tech]

Dropping from the ceiling are several robotic drones that move toward the group, creeping unaware of the lasers that seem to avoid them as they sweep the hall. The drones are aged and barely functional, but that doesn't lessen the pain of their lasers as they begin firing.

Drone Sentry

Lf: 3 Mv: 1 Co: 2 Re: 2 In: 1

Equipment: The Drone Sentries are armed with pulse lasers (Weapon, Energy, Ranged, +2 Combat).

Ending the Challenge

The challenge ends when all Drone Sentries are defeated. Your crew searches the area, but only finds one way out.

There is a single exit from this hall.

- **Sealed Door:** Leads to Challenge 6

Challenge 3 Repair Bay

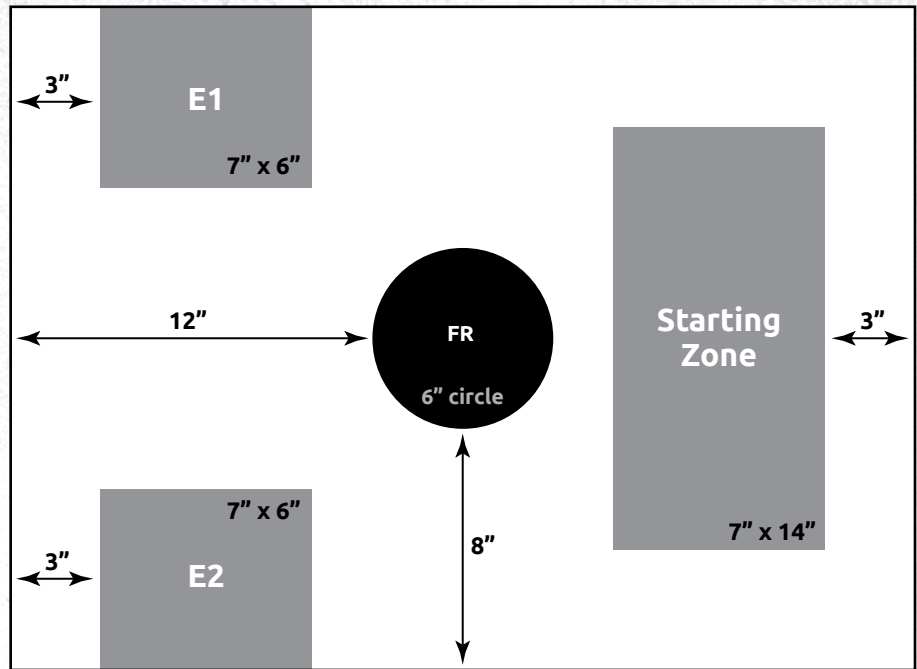
Read the following before playing the Challenge:

Your crew finds themselves in a mostly empty bay, although you spot ancient, disused tools and perhaps engine parts scattered about. The largest feature of the room is a large, alien engine that sits in the center, a forgotten repair project from a bygone age. As you move in to the room, shapes begin to appear in the dim emergency lighting... strange creatures crawling forward, distended jaws opening.

Set-Up

The Terrain is set up as per the map. In addition, set up four Starving Mutants per crew participating in this Challenge. The Starving Mutants are evenly divided between the areas marked E1 and E2

on the map. In addition, there are two Starving Mutants per crew participating that are Hidden (see page 22). If these are discovered, they are placed on the map as normal divided between E1 and E2.



Obstacles and Enemies

This Challenge contains the following obstacles your crew(s) must overcome:

- Starving Mutants
- At the start of the second turn, read the box text

Starving Mutant [Xenobiology]

These hunched figures are twisted and gnarled, though there is still a slight gleam of intelligence in their eyes. You shudder to think of how long they have been here – or worse, where they came from.

Starving Mutant

Lf: 3 Mv: 5 Co: 3 Re: 2 In: 1

Equipment: The Starving Mutants are armed with sharp teeth and wicked claws (Weapon, Close, +1 Combat).

Special Ability: If the Starving Mutant deals 3 or more damage with a Combat Challenge Test attack, they regain 1 Life.



At the start of the second turn, read the following:

Fission Reactor [Alien Tech]

- **Objective:** Fission Reactor (FR)

This obstacle is not activated until the start of the second turn. At the start of the second turn, place the objective 'FR' on the map in the position indicated. The combat in the room has damaged the ancient Fission Reactor, not only restarting it, but causing a cascade within it that will lead to a meltdown and destroy everything in this room and beyond.

Disarming the Fission Reactor is an Intelligence Challenge Test 5 (8+) that may be attempted by any crew member within 1 inch of the 'FR' objective. If this Challenge Test is not completed by the end of the fourth turn of the game, it explodes and all crew members are instantly Out of Action and Removed from Play. Roll as normal on the Injuries and Death table, rerolling any roll of 12+. Anyone who survives has done so by a miracle and may continue their exploration of Space Station Zero as normal.

Rewards

This bay has many old sets of tools and engine parts. Even though much of the gear is damaged or deteriorated beyond repair, some of it is in shockingly good condition.

This room contains a Mini-Lab Kit and a Hyper-Scanner (see Equipment, page 36).

Ending the Challenge

This Challenge ends when all of the mutants are defeated and the Fission Reactor is disarmed. Note: if the Fission Reactor is not disarmed by the end of the fourth turn, the Challenge ends with all crew members being slain. Roll as normal on the Injuries and Death table, rerolling any roll of 12+. Anyone who survives has done so by a miracle and may continue their exploration of Space Station Zero as normal.

There is a single exit from this bay:

- **Jammed Door:** Leads to Challenge 4

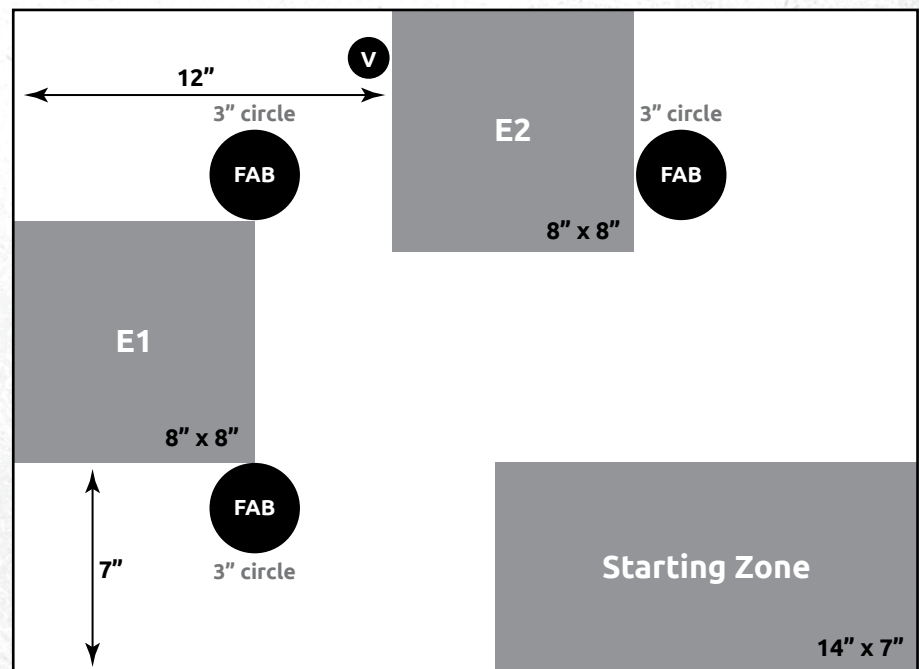
Challenge 4 Fabrication Bay

Read the following before playing the Challenge:

Your crew enters this sparse bay to find remnants of what seem to be giant material printers. This bay was likely used for the fabrication of high-end technology and parts, though most of these machines have long since passed into disrepair. One machine on the far side of the room, however, appears to be running at full steam as you enter, the buzz of activity filling the room.

Set-Up

The Terrain is set up as per the map. In addition, set up three Swarm Drones per crew participating in this challenge. The Swarm Drones are evenly divided between the areas marked E1 and E2 on the map (in a solo game, two Swarm Drones are deployed into E1 and a single Swarm Drone is deployed into E2).



Obstacles and Enemies

This Challenge contains the following obstacles your crew(s) must overcome:

- Swarm Drones
- Toxic Leak
- Swarm Jamming

Swarm Drone [Alien Technology]

These drones appear humanoid from a distance. As they close with your position, you see they are made of masses of tiny robots that undulate and swarm when they move.

Swarm Drone

Lf: 7 Mv: 4 Co: 5 Re: 2 In: 2

Equipment: The Swarm Drones do not have weapons, but may lash out with their swarms at nearby enemies (Weapon, Close).

Special Ability – Swarm Resistance: If the Swarm Drone is damaged by a weapon without the Energy type, they reduce the damage suffered from the attack by 1 to a minimum of 0. If they are damaged by an attack with the Energy keyword, they suffer 2 additional damage.

Toxic Leak [Chemical]

- **Objective:** Vent (V)

The massive printers have slowly been leaking the toxic chemicals they use for printing, and the room is now full of harsh, toxic gas. When a crew member Activates, they must make a Life Save 2. If they fail, they suffer damage equal to the amount by which they failed the test.

There is a vent, marked on the map as V. Any crew member within 1" of this objective may make a Reaction Challenge Test 4 to activate the vent. If successful, the toxic gas is removed from the room and crew members that Activate no longer need to make the Life Challenge Test above.

Swarm Jamming [Alien Technology]

- **Objectives:** Fabricators

Any crew member that moves within 1" of one of the Fabricators (marked on the map) may attempt to utilize the parts to build an improvised weapon to jam the signal that enables the Swarm Drones to maintain coherency. Building the jamming device requires an Intelligence Challenge Test 4 (8+). This is an Alien Technology Test. If this check is successful, the crew member gains the weapon below, which is only effective against the swarm drones.

Swarm Jammer: Weapon, Ranged, Energy. Utilizes Intelligence instead of Combat. If the Challenge Test is successful, the enemy Swarm Drone is immediately Out of Action and Removed from Play.

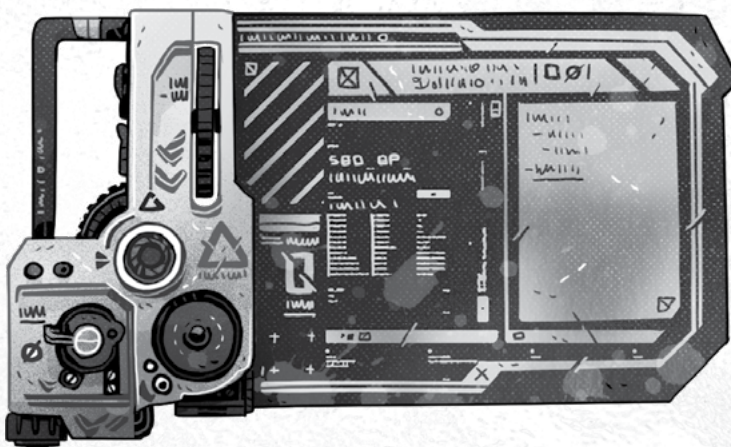
Rewards

At the end of the Challenge, one crew member may make an Intelligence Challenge Test 4 (Single Roll). If this is successful, they manage to reprogram one of the fabricators to produce a single piece of equipment with its remaining resources. Choose one piece of equipment from the Advanced Technology list and add it to your crew.

Ending the Challenge

This Challenge ends when all of the Swarm Drones are defeated. There are three exits from this area:

- **Jammed Door:** Leads to Challenge 3.
- **Rusted Door:** Leads to Challenge 2.
- **Exposed Ventilation Shaft:** Leads to Challenge 6.



Challenge 5 Medical Bay

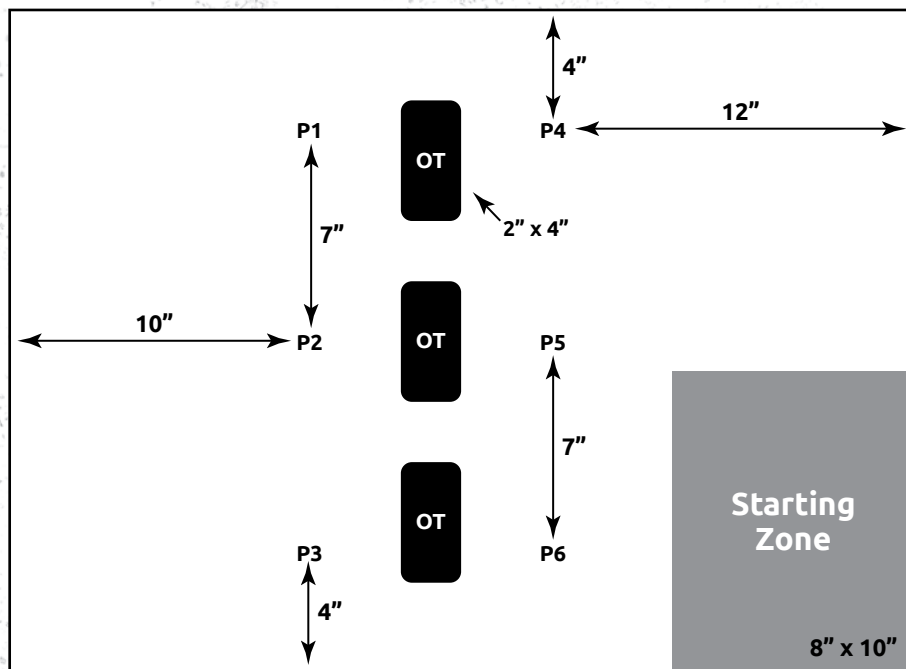
Read the following before playing the Challenge:

This area seems to be a medical bay. Operating tables and instruments of healing are scattered haphazardly around the room, most in great disrepair. The room is littered with bodies, some beyond ancient, little more than bits of decayed bone, while others are frighteningly recent, the smell of rot permeating the air. Around the edge of the room are standing pods. As you enter, they light and reveal what looks like a medical drone inside. The medical drones move toward you, coated in bits of organ and viscera... their days of healing clearly long past.

Set-Up

The Terrain is set up as per the map. In addition, set up three Medical Drones per crew participating in the challenge. The first drone

is placed in P1 on the map, the second drone is placed in P2 on the map, and so on, until all Medical Drones have been placed. If there are more than six drones, place a second drone on P1 and continue from there as with the first round of drones.



Obstacles and Enemies

This Challenge contains the following obstacles your crew(s) must overcome:

- Medical Drones
- Control Pods

Medical Drones [Alien Technology]

The programming on these drones decayed long ago. They have gone from doctors to butchers, repeating the surgeries their frazzled programming retains. The Medical Drones will seek to move the crew to the tables, strap them in, and begin their grisly work.

Medical Drone

Lf: 8 Mv: 6 Co: 4 Re: 4 In: 1

Equipment: The Medical Drones are armed with surgical implements (Weapon, Close, +1 Combat).

Special Ability – Restrain: Each point of damage that a Medical Drone deals allows it to push its target 1" toward one of the operating tables (marked 'OT' on the map). If a crew member is pushed to within 1" of the operating table, the Medical Drone may immediately attempt to restrain them. This is a Reaction Challenge Test against the crew member. If the Medical Drone is successful, the crew member is restrained to the table. Their Move becomes 0 and they may not take actions on their turn. Any other creature within 1" of the operating table may make a Reaction Challenge Test 2. If

successful, the crew member is released and may act as normal.

Special Ability – Operate: Ignore the normal Enemy AI Actions if a crew member is restrained to an operating table from the Restrained ability. Instead, any Medical Drone that activates within 4" of that operating table will move directly to the table and begin operating on the crew member. This deals 4 damage to the restrained crew member (no Challenge Test necessary).

Control Pods [Alien Technology]

- **Objectives:** Control Pods (P1, P2, etc.)

Each Medical Drone belongs to a single Control Pod (marked P1, P2, etc. on the map). Any crew member that moves within 1" of a Control Pod may make an Intelligence Challenge Test 5 (4+). If this check is successful, then the Medical Drone associated with that pod shuts down and is considered Out of Action and Removed from Play.

Rewards

There is one medi-bag and one stabilization module in working condition that may be added to your crew's equipment list (see Equipment page 36).

In addition, there is a single Medical Drone that did not activate. It still seems in good condition, but it is not coming on-line. A crew member may attempt both an Intelligence Challenge Test 4 (Single Roll) and Reaction Challenge Test 4 (Single Roll). Both are considered Alien Technology checks. If both of these Challenge Tests are successful, one crew participating in the Challenge may add a Medical Drone to their roster as an additional crew member. The Medical Drone has the stats below.

Medical Drone (Good Condition)

Lf: 8 Mv: 6 Co: 4 Re: 4 In: 2

Equipment: The Medical Drones are armed with surgical implements (Weapon, Close, +1 Combat).

Special Ability – Medical Attention: As an action, a Medical Officer may make an Intelligence Challenge Test X (6+) (Single Roll) on any crew member or creature – including themselves – that is within 1" with at least 1 Life remaining. Each success restores 1 point of Life to that crew member or creature.

Secondary Agenda

If you have the Data or Medicine Secondary Agenda, when you complete this Challenge, roll a d12. On the roll of 5+, you have discovered a necessary item for your Secondary Agenda:

- **Data:** One of the terminals in this room connects to deeper databases in the space station. One crew member may make a Reaction Challenge Test 4 (Single Roll). If this check is successful, your crew has collected one of the two data repositories it needs. If you now have one data repository, you will need to col-

lect a second deeper in the space station. If you have collected both of the repositories, you gain a Knowledge Shard (see page 115, number 5). The crew member who successfully completed the check gains 2 experience.

- **Medicine:** The Medical Drones here are equipped with some of the medicine your crew needs. Your crew has successfully collected one of the two medicines it needs. If you now have one of the medicines, you will need to explore deeper into the space station for the remaining medicine. If this is your second medicine, you have completed this Challenge and you now have the medicine you need for this Agenda. You may add a single piece of Medical Equipment (page 36) to your crew roster.

Ending the Challenge

The challenge ends when all of the Medical Drones are defeated. There is a single exit from this room, a door that leads to Challenge 2.

Challenge 6 Pod 6

Read the following before playing the Challenge:

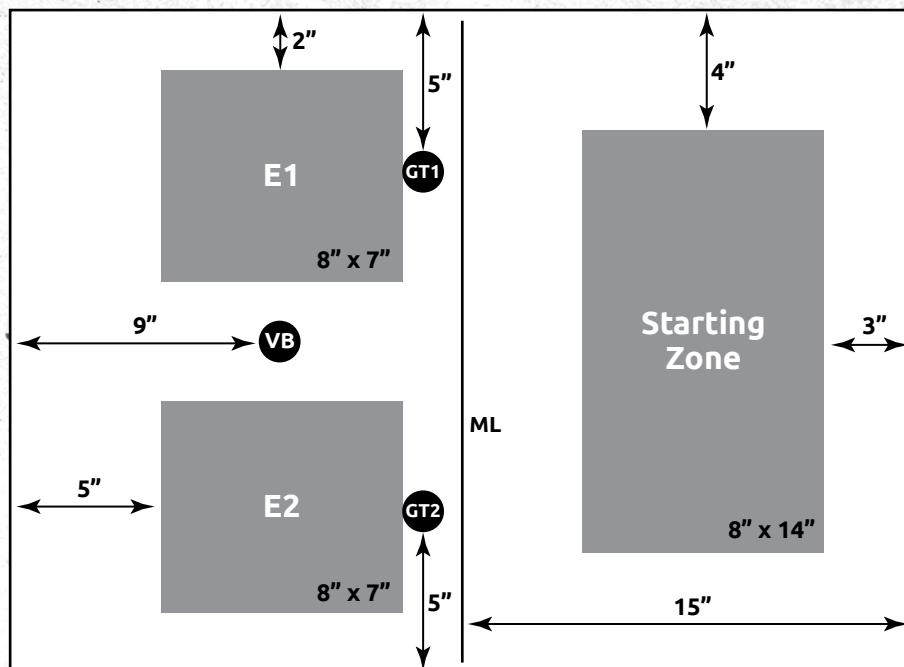
This open pod has several large piles of discarded and disused technology whose purpose has long been lost to time. As you enter, at the rear of the room, a small device emerges from a tank, and a diode timer begins counting down.

Set-Up

The Terrain is set up as per the map. This bay also contains four De-ranged Mutants per crew participating, but they are Hidden. When they are revealed, either because they Activate or are spotted, set



them up evenly between the areas marked E1 and E2 on the map. In addition, the two Gun Turrets are also Hidden. If they are revealed, one is placed on the map in GT1 and one is placed on the map in GT2.



Obstacles and Enemies

This Challenge contains the following obstacles your crew(s) must overcome:

- Virus Bomb (VB)
- Deranged Mutants
- Collapsing Floor
- Gun Turrets

Virus Bomb [Alien Technology]

- **Objectives:** Virus Bomb (VB)

The proximity of the crew members have activated this ancient weapon, and now only a few moments remain to disarm it before it explodes, killing everything in the area.

The Virus Bomb (marked 'VB' on the map) will explode at the end of the fifth turn. If it does so, all crew members are immediately Out of Action and Removed from Play. Roll as normal on the Injuries and Death table, rerolling any roll of 12+.

The Virus Bomb can be deactivated through a Reaction Challenge Test 10 (4+). Crew members within 1" of the Virus Bomb may attempt this Challenge Test.

Deranged Mutants [Xenobiology]

These mutants have long huddled in this broken-down bay. You are not sure how they have survived; regardless, they have been driven

completely mad. The Deranged Mutants begin the Challenge Hidden, but they will Activate as normal on the first turn. If they are not spotted by a crew member, only those that have Activated are placed on the board and may be targeted.

Deranged Mutants

Lf: 4 Mv: 7 Co: 3 Re: 3 In: 1

Equipment: The Deranged Mutants are armed with crude weapons and long claws (Weapon, Close, +1 Combat).

Special Ability: If the Deranged Mutants make a Combat Challenge Test against a crew member that is currently not at full Life, they increase their Combat stat by 2 for that Combat Challenge Test attack.

Collapsing Floor

After the first crew member completes their Activation, see page 114, number 2.

Gun Turrets [Alien Technology]

When a crew member crosses the middle of the bay (marked 'ML' on the map), both of these turrets Activate and are placed on the board. They are otherwise Hidden, but may be spotted as normal.

When a Gun Turret becomes Active in the Challenge, it must take an enemy Activation turn as normal for all enemies and uses the information below.

The Gun Turrets may be targeted with weapons as normal. If a Gun Turret is attacked when it is still Hidden, that attack is resolved as normal and then both turrets are placed on the board and they are considered active. The Gun Turrets may also be turned off. To do this, a crew member within 1" makes a Reaction Challenge Test 4 (8+). If this is successful, the turret no longer activates and is considered Out of Action (it remains on the board as a piece of terrain).

Gun Turrets

Lf: 10 Mv: 0 Co: 3 Re: 3 In: 0

Equipment: The Gun Turrets fire their dual-tracking rail guns (Weapon, Kinetic, Ranged, +2 Combat).

Special Ability: Whenever a Gun Turret Activates and would make a Combat Challenge Test to attack an enemy, it may attack three enemies as an action (making separate Combat Challenge Tests for each).

Ending the Challenge

The Challenge ends when all of the Deranged Mutants have been defeated and the Virus Bomb has been deactivated. Note that if the Virus Bomb is not deactivated by the end of the fifth turn, it ex-

plodes and all remaining crew members are immediately Out of Action and Removed from Play. Roll as normal on the Injuries and Death table, rerolling any roll of 12+.

When the Challenge ends, the floor of the room collapses and all of the crew members are sent tumbling deeper into the space station. This is a **No Return** Challenge. Roll once on the table below:

d12 Roll	Challenge
1-3	Challenge 7
4-6	Challenge 10
7-9	Challenge 13
10-12	Challenge 15

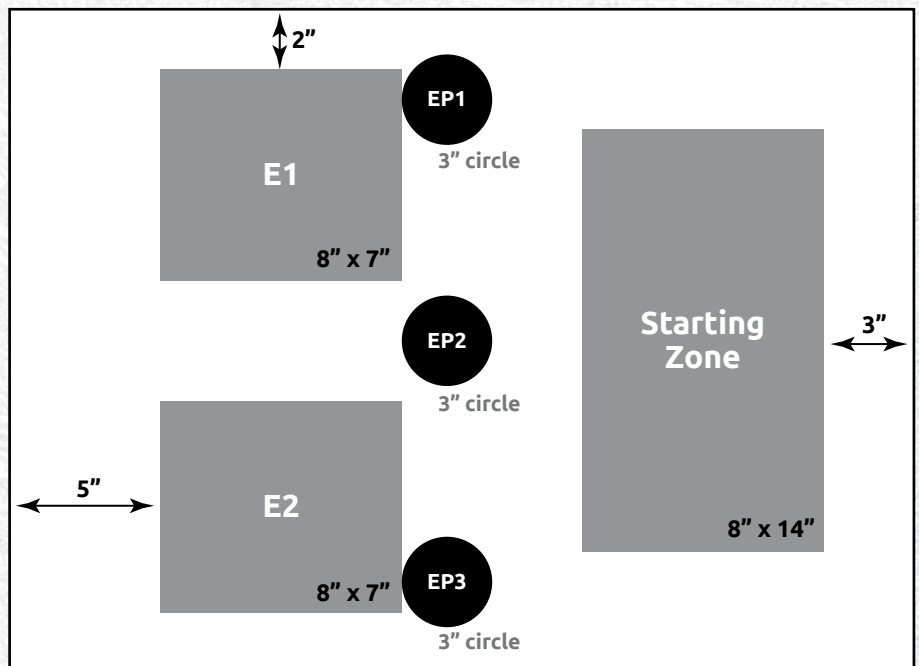
Challenge 7 Science Lab

Read the following before playing the Challenge:

This room is full of strange experiments and vats against the walls. Through their smoky glass fronts, you see mutant-like creatures floating in a freakish yellow goo. As you enter, the nearest mutant's eyes shoot open. It begins to punch the glass, seeming to be driven into a frenzy by your presence. Within seconds, other mutants are awake... the sound of glass shattering fills the emptiness of the space station.

Set-Up

The Terrain is set up as per the map. This lab contains two Experimental Mutants per crew participating in the Challenge. They are set up evenly between the areas marked E1 and E2 on the map.



Obstacles and Enemies

This Challenge contains the following obstacles your crew(s) must overcome:

- Experimental Mutants
- At the start of the second turn, read the box text

Experimental Mutants [Xenobiology]

Whatever these creatures were originally is impossible to tell. Years, centuries, or perhaps longer periods of time in their mutation vats have twisted them beyond all recognition, obliterating any trace of sentience from their minds.

Experimental Mutants

Lf: 12 Mv: 8 Co: 4 Re: 3 In: 1

Equipment: The Experimental Mutants have modified blade limbs and oversized claws that act as weapons (Weapon, Close, +3 Combat). These mutants also have a vomit weapon.

- **Vomit:** (Weapon, Ranged). Any crew member within 2" of the target attacked also suffers 1 damage, regardless of the success of the Combat Challenge Test.

Special Ability: Whenever an Experimental Mutant Activates, roll a d12. On the roll of 5+, the mutant heals 2 Life. This cannot carry them above their starting Life stat.

At the start of the second turn, read the following information:

Black Hole [Alien Technology]

- **Objective:** Experiment Piles (EP)

The combat has disturbed an experiment in the lab. Randomly determine one of the Experiment Piles (marked "EP" on the map). A small hole in space appears above that experiment pile. It begins drawing all matter in the room toward it, consuming anything that touches it, and causing it to increase in size.

When the Black Hole is present, any time a crew member Activates (the mutants are immune), they must make a Movement Save 1 + the current turn number. If this test is passed, the crew member may move as normal. If failed, the crew member may not move, but is instead drawn 6" directly toward the black hole. If this or any movement should bring a crew member to within 3" of the Black Hole, they suffer 5 damage. If this puts them Out of Action, they are Removed from Play and are considered to have rolled a 6-11 on the Injury and Death table (i.e. they are permanently dead).

Any character within 1" of one of the other experiment piles can attempt to make a containment unit for the Black Hole

continued from previous page

from the discarded equipment. To do so requires a 6 (8+) Intelligence Challenge Test. Once this is made, the crew member that completed the test contains the black hole and removes this obstacle. Crew members no longer need to make tests upon Activation.

Rewards

Most of the gear here is damaged beyond repair, or has succumbed to the ravages of time, but a thorough search reveals a Chem-Protection Suit and a Mini-Lab Kit (see Equipment, page 36).

Secondary Agendas

If you have the Data or Biology Secondary Agenda, when you complete this Challenge, roll a d12. On the roll of 5+, you have discovered a necessary item for your Secondary Agenda.

- **Data:** The terminals here connect to the repositories you need, which in turn allows you to source a piece of the data you require. If this is your first piece of data, you must continue searching for the second repository. If you have collected both of the repositories, you gain a Knowledge Shard (see page 115, number 5).
- **Biology:** The science lab here has several of the biological samples that you will need for your research. This is one of the two samples you require for your total research project. If this is the first sample you have found, then you will need to keep searching for the second sample. If this is the second sample, the crew gains a Knowledge Shard (see page 114, number 3).

Ending the Challenge

This Challenge ends when all of the Experimental Mutants are defeated and the Black Hole has been contained. There are three exits from this lab.

- **Broken Elevator Tube (Going Up):** Proceed to Challenge 8
- **Broken Elevator Tube (Going Down):** Proceed to Challenge 15
- **Broken Doors:** Proceed to Challenge 9



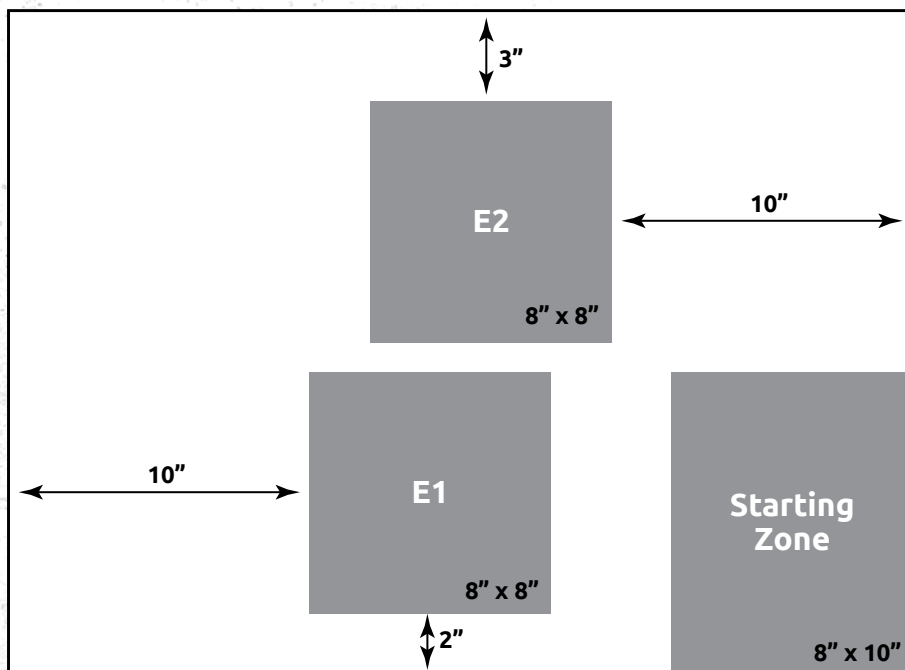
Challenge 8 Disused Bay

Read the following before playing the Challenge:

This bay's original purpose has been largely lost to time. It is now little more than scattered remnants of ancient technology, broken-down machines, and unrecognizable alien artifacts. Many of these collections of ancient tech are suspended precariously from the beams of the ceiling. The ceiling itself has largely fallen away, revealing rows of pipes that are leaking a strange fluid into the room.

Set-Up

The Terrain is set up as per the map. Set up six Flying Drones per crew participating. They are evenly divided between the areas marked E1 and E2 on the map.



Obstacles and Enemies

This Challenge contains the following obstacles your crew(s) must overcome:

- Flying Drones
- Broken Pipes
- Hanging Junk

Flying Drones [Alien Technology]

These drones are smallish, humanoid-shaped drones with small jets on their back that allow them to move through the air with ease. Whatever their original programming's purpose, it is clear they now consider everything in this bay a threat.

Flying Drones

Lf: 5 Mv: 10 Co: 4 Re: 4 In: 1

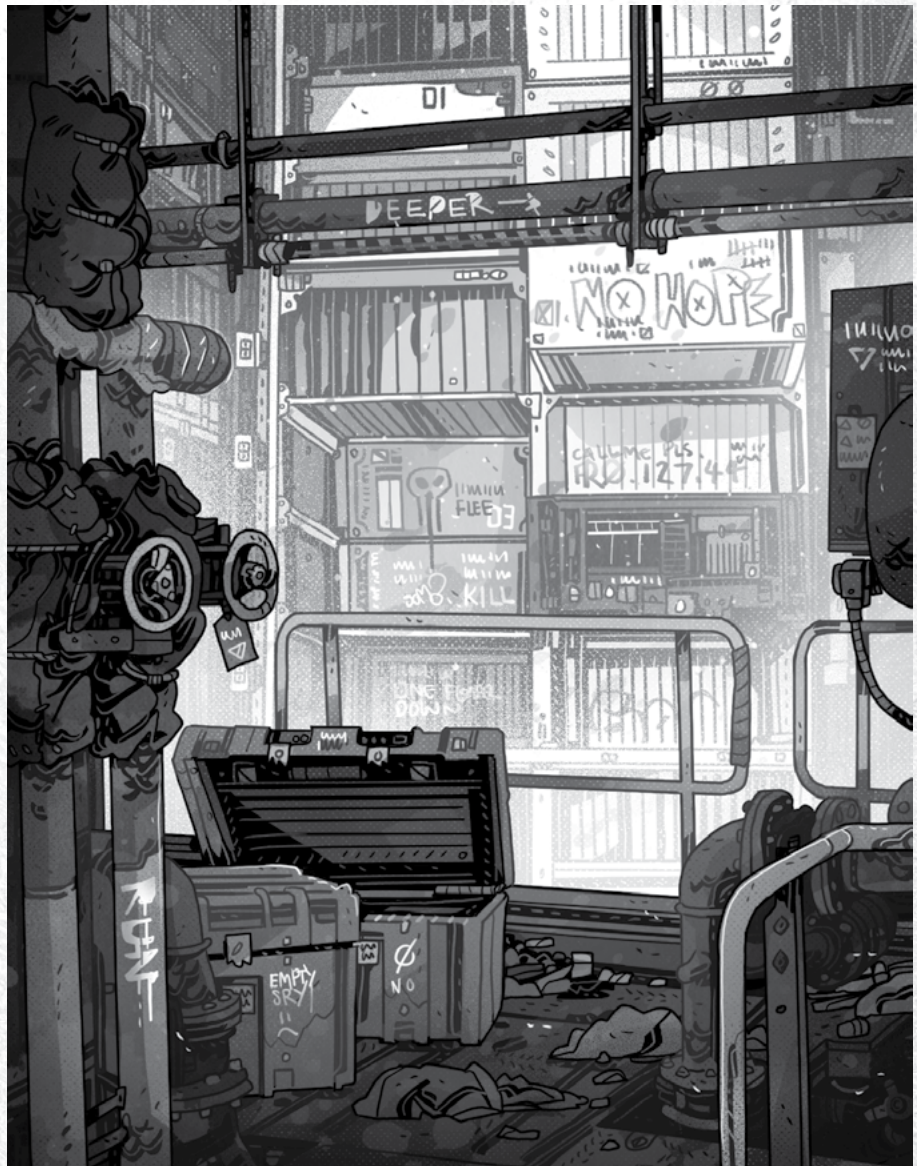
Equipment: The Flying Drones are armed with laser scatter guns (Weapon, Energy, Ranged, +3 Combat).

Special Ability – Evasion: When making a Combat Challenge Test defensive roll against a Close weapon, the Flying Drones may increase their Combat by 1.

Broken Pipes [Chemical]

These pipes carry toxic chemicals that act as a nerve agent and are currently spreading throughout the room. Whenever a crew member Activates, they must make a Life Save 2. If they fail, they suffer damage equal to the amount by which they failed the test.

A character that has Fly may attempt to repair these broken pipes with a Reaction Challenge Test 3 (which may be attempted from any location on the map). If this is successful, the Life Challenge Test has



its Success Number reduced by 1 (i.e., one such successful Reaction Challenge Test reduces the Life Challenge Test to 3, a second success would reduce it to 2, and so on).

Hanging Junk

Whenever a crew member or Flying Drone makes a Combat Challenge Test with a Ranged weapon and rolls a Critical Failure, the scattered shot hits and dislodges one of the piles of suspended junk hanging from the ceiling.

Randomly determine a crew member targeted from all crews participating. That crew member must then make a Movement Save 10. If they fail, they suffer damage equal to the amount by which they failed the test.

Rewards

At the conclusion of the Challenge, the crews participating may select one crew member to make a Reaction Challenge Test 6 (Single Roll). If this is successful, in the search of the bay, your crew member has located something truly special: an ancient shard of alien tech that contains incredible power. The crew locates a Knowledge Shard (see page 114, number 4).

Ending the Challenge

This Challenge ends when all Flying Drones have been defeated. There are two potential exits from this room.

- **Broken Elevator Tube (Going Down):** Challenge 7
- **Rusted Conveyor Belt Tunnel:** Challenge 10

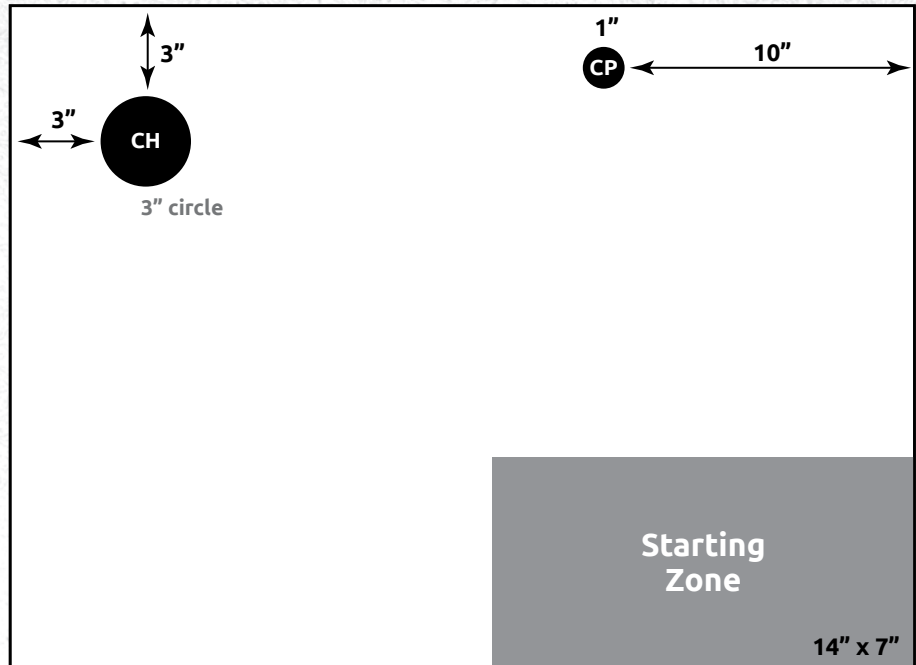
Challenge 9 Chemical Lab

Read the following before playing the Challenge:

This chemistry lab is in surprisingly good condition, though many of the items in here still appear old beyond imagination. Part of this may be due to the room's temperature; it's remarkably cold, and your breath hangs in the air as you enter. Large refrigerator units and chemical hoods are scattered about the room with no logical order. As you enter the lab, an ear-splitting alarm sounds, slamming shut all of the entrances and sealing the room. It seems some ancient safety protocols have been activated, trapping you within.

Set-Up

The Terrain is set up as per the map.



Obstacles and Enemies

This Challenge contains the following obstacles your crew(s) must overcome:

- Freezing Protocols (CP - Control Panel)
- Anti-Fire Protocols
- Chemical Reaction (CH - Chemical Hood)

Freezing Protocols

The room's safety protocols have been activated and the temperature is dropping rapidly. It seems the failsafe for the room is to drop it to absolute zero so no chemical reactions can occur.

Whenever a crew member Activates, that crew member must make a Life Save equal to 1+ the current turn. If they fail, they suffer damage equal to the amount by which they failed the test.

To deactivate the safety protocols, a crew member must be within 1\" of the control panel (marked 'CP' on the map). Any such crew member may make a Reaction Challenge Test 8 (6+). Once successful, the Freezing Protocols are deactivated and the room returns rapidly to normal temperatures. Crew members no longer need to make Life Challenge Tests as above when they Activate.

Anti-Fire Protocols [Chemical]

The Anti-Fire Protocols are not sensing properly and may mistake the heat of the crew for an active fire, spraying them with dangerous chemicals. Whenever a crew member Activates, roll a d12. On a result of 9+, the crew member is doused with heavy anti-fire chemicals.

Any such crew member must make a Reaction Save 4. If they fail, they suffer damage equal to the amount by which they failed the test. The Anti-Fire Protocols are deactivated whenever the Freezing Protocols are deactivated as above.

Chemical Reaction [Chemical]

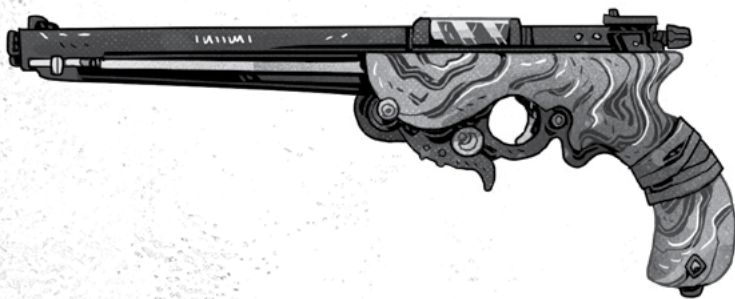
One of the hoods has been disturbed in the commotion. Potent, dangerous chemicals are now mixing, which will lead to a chain reaction and massive explosion. At the end of the fourth turn, the Chemical Reaction will finalize, triggering an explosion and killing all crew members in the room. All crew members are immediately Out of Action and Removed from Play.

To stop the Chemical Reaction, a crew member must be within 1 inch of the chemical hood (marked 'CH' on the map), and make an Intelligence Challenge Test 7 (8+). If this is successful before the end of the fourth turn, the Chemical Reaction is halted and no explosion occurs.

Ending the Challenge

This Challenge ends when the Freezing Protocols have been deactivated and the Chemical Reaction has been stopped. Once this is complete, there are two exits from this lab.

- **Broken Doors:** Challenge 7
- **Ventilation System:** Challenge 11



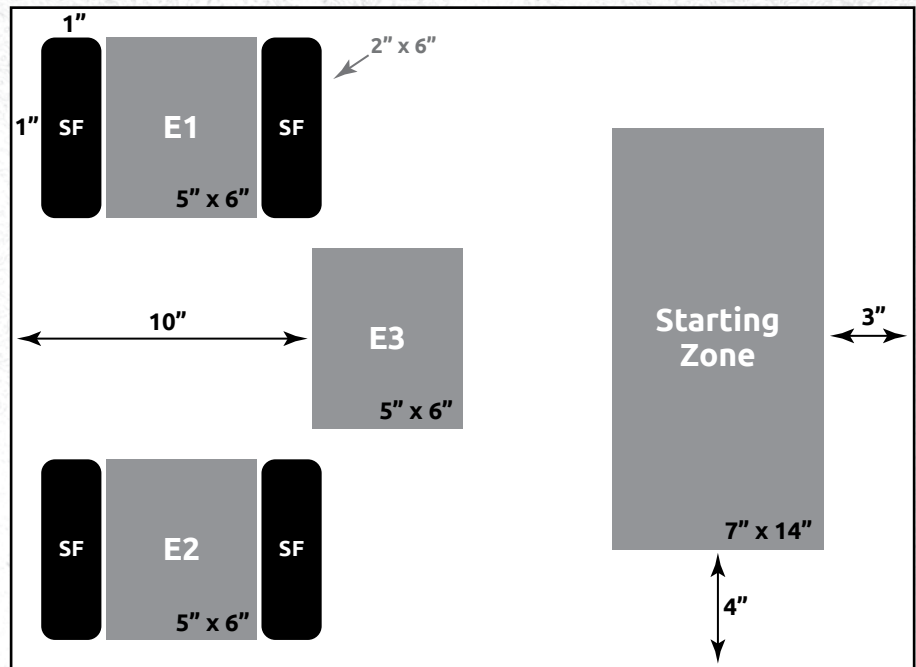
Challenge 10 Smelting Factory

Read the following before playing the Challenge:

This large open bay has a high ceiling and is dominated by two long smelting machines in the center of the room. The two smelting units are somehow still operational. The reason is clear when you notice the drone workers feeding raw material into the two machines and collecting the finished product from the end of the conveyor belt – only to discard it into a massive pile. The purpose of all of this has long since passed, but the work continues. As you enter, the drones turn their attention to you, clacking their massive grasping claws.

Set-Up

The Terrain is set up as per the map. Set up six Worker Drones per crew participating in the challenge. They are evenly divided between the areas marked E1, E2, and E3 on the map.



Obstacles and Enemies

This Challenge contains the following obstacles your crew(s) must overcome:

- Worker Drones
- Smelting Forges (SF)

Worker Drones [Alien Technology]

These drones have worked for centuries, perhaps millennia, in this one room. Clearly the only programming they have retained is that anything foreign entering this room should be smelted.

Worker Drones

Lf: 10 Mv: 6 Co: 3 Re: 2 In: 1

Equipment: The Worker Drones are armed with massive grasping claws (Weapon, Close, +2 Combat).

Special Ability – Grab: Whenever a Worker Drone successfully damages a crew member, they are Grabbed. As long as they are Grabbed, their Move stat is reduced to 0. The Worker Drone will then seek to carry out the following action on each of its turns (including the current turn if it has any movement remaining after its attack), instead of its normal actions as described in Enemy AI (see page 42). As an action on the crew member's Activation, the crew member may make a Reaction Challenge Test 3 to escape the Grab and end the condition.

- **Drag and Burn:** The Worker Drone will move its full move toward the nearest Smelting Forge (marked 'SF' on the map),

carrying the crew member with them. If this movement carries them to within 1 inch of the Smelting Forge, they will throw the crew member in. The crew member suffers 8 damage and is no longer Grabbed.

Smelting Fires

The ancient Smelting Forges are belching hot fire out and spilling burning metal. Any time a crew member Activates within 3 inches of a Smelting Forge, roll a d12. On a result of 5+, the crew member must make a Reaction Save 4 as they are splashed by fire and melted metals. If they fail, they suffer damage equal to the amount by which they failed the test.

Smelting Forges [Alien Technology]

These ancient forges are somehow still active, but they can be stopped. Any crew member within 1 inch of the Smelting Forges (marked 'SF' on the map) may make an Intelligence Challenge Test 6. If this check is successful, that forge is deactivated and any crew member dragged to that Smelting Forge does not suffer the damage, as per Drag and Burn above.

Ending the Challenge

The Challenge ends when all Worker Drones have been defeated. There are two exits from the Smelting Factory:

- **Emergency Exit:** Challenge 12
- **Rusted Conveyor Belt Tunnel:** Challenge 8

BEWARE THE PLANTS

Challenge 11 Greenhouse

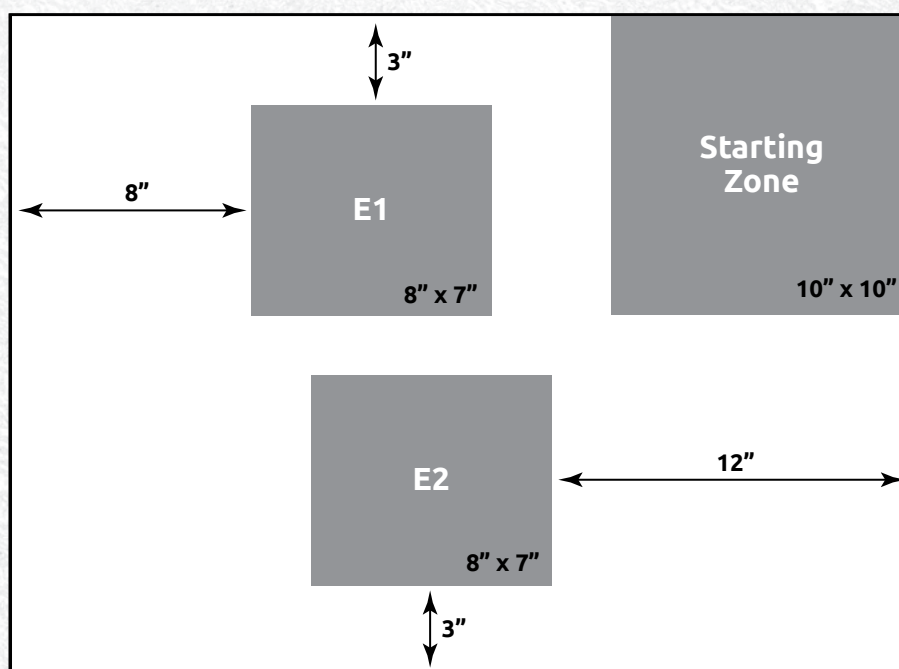
Read the following before playing the Challenge:

This bay is a stark contrast to all of the areas you have explored thus far. This bay is teeming with life. It was likely a greenhouse for algae and other potential plant life, though without care, it has grown out of control. As you move through the overgrown brush, you see movement, as strange creatures crawl forth to meet you.



Set-Up

The Terrain is set up as per the map. Set up four Plant Mutants per crew participating in the Challenge. They are evenly divided between the areas marked E1 and E2 on the map.



Obstacles and Enemies

This Challenge contains the following obstacles your crew(s) must overcome:

- Plant Mutants
- Poisonous Spore Mushrooms
- Tar Pits

Plant Mutants [Xenobiology]

These creatures have been twisted and warped by the abundant spores and life in this bay. Their original forms are now lost amongst twisting vines, bulging mushrooms, and clouds of spores.

Plant Mutants

Lf: 9 Mv: 6 Co: 4 Re: 4 In: 1

Equipment: The Plant Mutants are armed with twisted vines (Weapon, Close, +1 Combat).

Special Ability – Poison: Whenever a crew member is damaged by a Plant Mutant as part of a Combat Challenge Test attack, that crew member must immediately make a Life Save 4. If this test fails, the crew member reduces their Combat stat by 1 until the end of the encounter. This effect is cumulative.

Poisonous Spore Mushrooms [Xenobiology]

This entire room is full of giant poisonous mushrooms that emit spores if disturbed. Anytime that a crew member uses their action to make a Combat Challenge Test attack, once the effects of this attack are resolved, roll a d12. On a result of 9+, a nearby mushroom has been disturbed and emits its spores. That crew member and all crew members within 3" of them must make a Reaction Save 3. If a crew member fails, they suffer damage equal to the amount by which they failed the test.

Tar Pits

Scattered around the room and hidden beneath the foliage are Tar Pits from centuries - perhaps millennia - of rotten plant life. Anytime a crew member moves during their turn, roll a dice. On a result of 10+, the crew member has stumbled into a Tar Pit.

The crew member must make a Reaction Save 4. On a failed test, the crew member's Move stat is reduced to 0 and their Combat stat is reduced by 1. They may repeat this Reaction Challenge Test on their Activation each turn (which does not require an action). If the test is successful, then the crew member has broken free of the tar and may move as normal (their Combat stat remains reduced due to the sticky tar). If the test is failed, then the crew member remains trapped, their Move stat remains 0, and their Combat score is reduced by an additional 1. If the crew member's Combat stat is ever reduced to 0, they are slain, Out of Action, and Removed from Play.

Rewards

Though most of this room is poisonous, there are some useful materials here. At the end of the Challenge, a single crew member from each crew that participated may make an Intelligence Challenge Test 4 (Single Roll). If this check is successful, you may add an Anti-toxin to your crew's equipment.

Secondary Agenda

If you have the Rescue or Medicine Secondary Agenda, when you complete this Challenge, roll a d12. On the roll of 5+, you have discovered a necessary item for your Secondary Agenda.

- **Rescue:** You have found the fate of your missing crew member. They were transmuted into a Plant Mutant and have been living amongst these creatures. Make an Intelligence Challenge Test 4 (Single Roll). If this check is successful, you have restored the mind of the crew member and you may add one additional crew member of any standard type to your crew roster. This new crew member has 0 experience, but may gain experience as normal from this point forward.
- **Medicine:** The plants here may contain the exotic chemicals and biological agents you need to save your ailing crew members. One crew member may make a Reaction Challenge Test 4 (Single Roll). If this check is successful, you have harvested some of the material you need for your crew. You have completed one of the two successes required to complete this Secondary Agenda, and whichever crew member succeeded on the Reaction Challenge Test gains 2 experience (see Experience, page 41). If this is your second medicine, you have completed this challenge and you now have the medicine you need for this Agenda. You may add a single piece of Medical Equipment (page 36) to your crew roster.

Ending the Challenge

This Challenge ends when all Plant Mutants are defeated. The area is searched for from top to bottom and there are three exits from the greenhouse:

- **Broken Lift Tube Up:** Challenge 12
- **Broken Lift Tube Down:** Challenge 13
- **Ventilation System:** Challenge 9

Challenge 12 Environmental Control Room

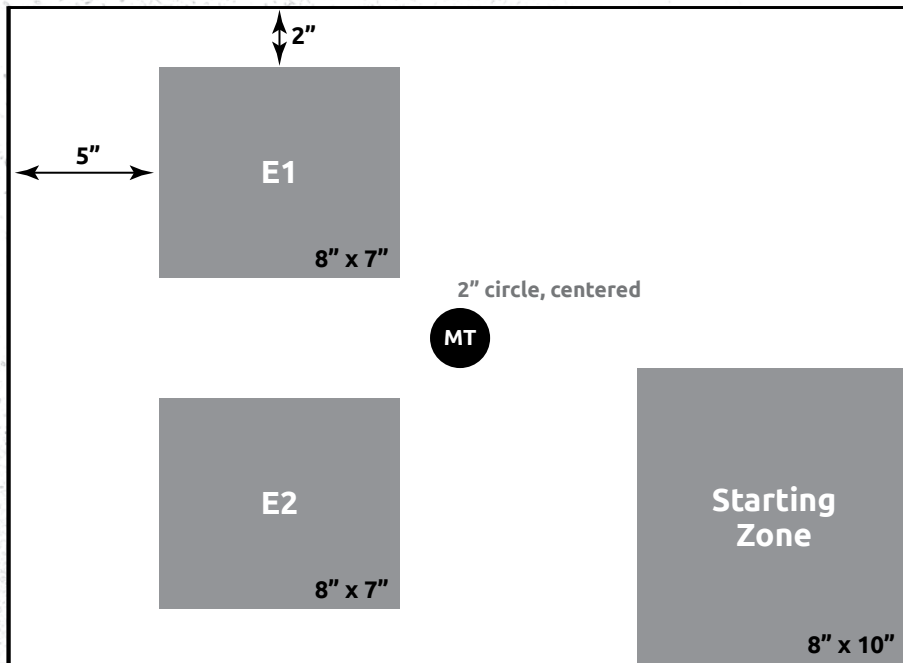
Read the following before playing the Challenge:

The walls of this space are covered in complex, clearly broken-down panels. Wires hang from the wall like entrails from a gutted corpse. There are massive tubes in the center of the room, running from the ceiling to the floor. The far side is covered in ice, and a light snow falls from the roof. The side you find yourself on is sweltering hot, with ev-

everything covered in dripping humidity. The center of the room, around the tubes, has a thin layer of steam and fog, emitting an odd color and smell. As you enter, small drones detach from the walls. It appears they were originally designed for maintenance of the station's environmental systems, but their programming has broken down. They now seem to view your crew as a defect in the system.

Set-Up

The Terrain is set up as per the map. Set up two Repair Drones per crew participating in the Challenge. They are evenly divided between areas E1 and E2 on the map.



Obstacles and Enemies

This Challenge contains the following obstacles your crew(s) must overcome:

- Slick Floors
- Repair Drones
- Mutagenic Gas (MT - Mutagenic Tubes)

Slick Floors

This entire room is difficult to move in. The floor is slick with condensation or covered in ice. Whenever a crew member Activates, they must make a Movement Save 3. If this test is failed, the crew member may not move during that turn.



Repair Drones [Alien Technology]

These drones are heavily weathered by their presence in this room, some covered in ice, some dripping in rusted parts – but all appearing functional enough to pose a significant threat.

Repair Drones

Lf: 12 Mv: 6 Co: 4 Re: 4 In: 1

Equipment: The Repair Drones are armed with repair lasers (Weapon, Energy, Ranged, +2 Combat) and repair saws (Weapon, Close, +1 combat).

Special Ability – Repair: Whenever a Repair Drone Activates if it is damaged, it repairs itself and regains 3 Life (it may not exceed its normal Life stat). If the drone that Activated is undamaged but there is another Repair Drone within 3" that has suffered damage, one such damaged drone regains 3 Life. Instead of moving away from the crew members (see Enemy AI, page 42), undamaged drones will move to the nearest damaged drone to heal them.

Mutagenic Gas [Chemical]

The tubes in the room's center are leaking Mutagenic Gas into the room. Whenever a crew member Activates, they must make a Life Save 3. If they fail, they suffer damage equal to the amount by which they failed the test, as their body twists and mutates.

If a crew member is reduced to 0 Life by this damage, they are Out of Action as normal, but instead of removing them from play, replace them with a Plant Mutant, using the Plant Mutant stats (see page 71). It acts as an enemy, as part of the enemy Activation from that point forward, and may be attacked as normal. At the end of the Challenge, roll once on the Injury and Death table for each time that crew member was put Out of Action and Removed from Play (as either part of your crew or as a Plant Mutant). If the crew member survives, they may continue on as normal (as they were almost killed, they had the sense knocked back into them, though they will remain a horrible Plant Mutant for the rest of their existence). If the crew member survives after becoming a Plant Mutant, they may continue to use their previous stats and special abilities, not those of the Plant Mutant.

The Mutagenic Gas leak can be fixed by any crew member within 1 inch of the tubes (marked 'MT' on the map). To repair the tubes and halt the gas leak, the crew member must make a Reaction Challenge Test 6. When this Challenge is successful, the tubes are no longer leaking gas and additional crew members that activate are not required to make Life Challenge Tests as above.

Secondary Agendas

If you have the Biological or Tech Secondary Agenda, when you complete this Challenge, roll a d12. On the roll of 5+, you have discov-

ered a necessary item for your Secondary Agenda.

- **Biological:** Contained in the Mutagenic Gas and associated scientific equipment are some of the biological elements you need. One crew member may make an Intelligence Challenge Test 4 (Single Roll). If successful, you have collected one of the two items you need for critical research. If this is the first sample you need, then you will have to continue searching for the second sample. If this is the second sample, the crew gains a Knowledge Shard (see page 114, number 3). The crew member that made the successful check gains 2 experience.
- **Tech:** The technology powering this lab is truly unique and exactly what you need to repair the critical systems for your crew. Make a Reaction Challenge Test 5 (Single Roll). If successful, you have successfully collected the tech you need and have completed this Secondary Agenda. You may add one piece of Advanced Technology from the equipment list (page 37) to your Crew Roster. The crew member that successfully completed the challenge may also gain 2 experience.

Ending the Challenge

The Challenge ends when all of the Plant Mutants are defeated and the Mutagenic Gas leak has been repaired. There are three exits from this room:

- **Broken Lift Tube Down:** Challenge 11
- **Broken Lift Tube Up:** Challenge 15
- **Frozen Emergency Exit:** Challenge 10



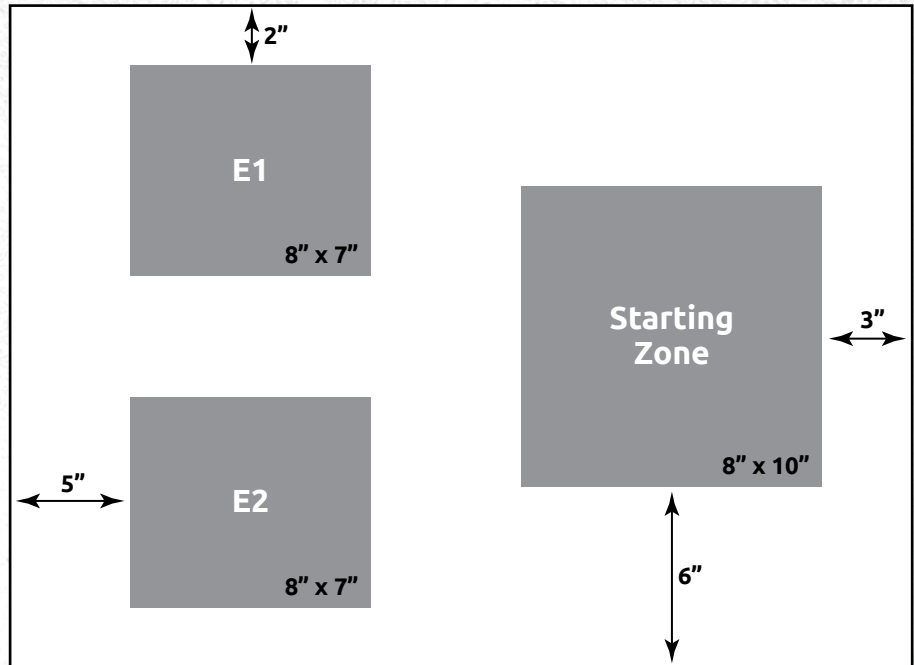
Challenge 13 Weapons Locker

Read the following before playing the Challenge:

This bay seems to be a weapons storage unit. There are racks of weapons of all types and sizes along the walls – the armaments of dozens, perhaps hundreds, of alien species. Most of those weapons do not seem to have fared well over the intervening centuries since their deposit. In the center of the room, there are four large bays, each full of what looks like fully-autonomous drones. As you enter, the drones wake up, and though it appears most of the weapons may be useless, their guardians are not.

Set-Up

The Terrain is set up as per the map. Set up four Guard Drones per crew participating in the challenge. They are evenly divided between areas E1 and E2 on the map.



Obstacles and Enemies

This Challenge contains the following obstacles your crew(s) must overcome:

- Guard Drones

Guard Drones [Alien Technology]

These Guard Drones appear quite aged, but they have held up well despite the years. Each is heavily armored and wielding advanced weaponry.

Guard Drones

Lf: 8 Mv: 5 Co: 4 Re: 4 In: 2

Armor: 8

Equipment: The Guard Drone is armed with heavy fists (Weapon, Close, +1 Combat) and Integrated Fusion Ion Cannons (Weapon, Energy, Ranged, +4 Combat).

Special Ability – Shield: The first point of damage that would be dealt as a result of any single Combat Challenge Test to a Guard Drone is negated.

Rewards

There are two potential rewards from this challenge. First, any single crew member may attempt to harvest one of the Guard Drone's Fusion Ion Cannons. This requires a Reaction Challenge Test 3 (4+) (Single Roll). If this is successful, you may add the weapon to the roster of one of your crews. Only one such weapon may be harvest-

ed from the drones, regardless of the number of drones (the rest were destroyed in the fighting).

Secondly, a basic search reveals two Energy Missile Weapons, which may be added to the roster of your crew(s) (see Equipment, page 36).

Secondary Agenda

If you have the Weapons Secondary Agenda, when you complete this scenario, roll a d12. On the roll of 5+, you have discovered a necessary item for your Secondary Agenda.

- **Weapons:** You have discovered weapons and components to upgrade your weapons that will make your crew more safe and help you defeat your enemies. Choose two members of your crew. You may increase their Combat stat by 1.

Ending the Challenge

This challenge ends when all of the Guard Drones have been defeated. There is a single secured door here:

- **Secured Door:** Challenge 14



Challenge 14 Barracks

Read the following before playing the Challenge:

This room was clearly a barracks, though what soldiers were housed here is impossible to say. The room seems completely sealed, with remnants of bodies scattered all around the area. It is utterly chaotic... everything torn apart as though a hurricane swept through its center. As the last of your crew enters, the door behind slams shut, its security controls engaging and locking you all in.

Set-Up

The Terrain is set up as per the map.



Obstacles and Enemies

This Challenge contains the following obstacles your crew(s) must overcome:

- Gas Leak
- Sealed Doors (SD)

Gas Leak

It takes no more than a few seconds in this room before you notice the strange smell. As your crew breathes, their mind starts to cloud with rage and blood.

At the start of each crew member's Activation, they must make a Life Save 3. If this test is failed, the crew member does not Activate and is now an enemy, and will act as per the standard Enemy AI (see page 42). Crew members that have failed will act during the enemy Activations, treating all other crew members – regardless of wheth-

er those crew members failed this test – as enemies, and may be attacked as normal. Your crew's Activations continue as normal, and you must roll to retain Initiative as normal.

Spotting the source of the Gas Leak requires a Reaction Challenge Test 3. If this test is passed, they locate the source of the Gas Leak (marked 'GL' on the map). Any crew member within 1" of the Gas Leak can attempt to repair it and halt the maddening gas. To do so, the crew member must make a Reaction Challenge Test 6. Once this test is successful, the Gas Leak halts and no additional crew members are required to make the Life Challenge Test. All crew members who have already failed the Life Challenge Test and become enemies, remain enemies for the duration of that round. At the end of that round, the gas clears and all crew members return to their right minds and are no longer enemies. Crew members put Out of Action and Removed from Play through combat must roll on the Injury and Death table after the Challenge as normal.

Sealed Doors [Alien Technology]

The only exit that can be opened from this room is the Sealed Door to a lift tube. To open this door during the Challenge requires an Intelligence Challenge Test 8 (6+). If all crew members that have not failed the Life Challenge Test against the Gas Leak are ever within 3" of these sealed doors (marked 'SD' on the map), you may choose to go immediately to Ending the Challenge below. However, any crew members who are under the effect of the Gas Leak are lost and must be removed from your roster.

Rewards

Hidden away in this room is a disabled Guard Drone. It is easily found but in disrepair. A crew member may attempt to repair the Guard Drone with an Intelligence Challenge Test 4 (6+) (Single Roll). If this test is successful, one crew may add the Guard Drone below to their roster. It will act as part of the crew from this point forward. It will gain experience and may be given equipment as normal. The Guard Drone uses the profile below.

Guard Drones

Lf: 8 Mv: 5 Co: 4 Re: 4 In: 2

Equipment: The Guard Drone is armed with heavy fists (Weapon, Close, +1 Combat), but may be given any additional weapons as normal from your equipment.

Special Ability – Guard: Once per turn, when a crew member other than the Guard Drone is damaged by a Ranged Attack within 3 inches of the Guard Drone, the Guard Drone may choose to take that damage instead.

Ending the Challenge

The challenge ends when the Gas Leak has been repaired and all

crew members under the effect of the Gas Leak have been defeated. Alternatively, you may choose to end the challenge early as per the Sealed Doors above. There is one exit from this room:

- **Broken Lift Tube Down:** Challenge 16

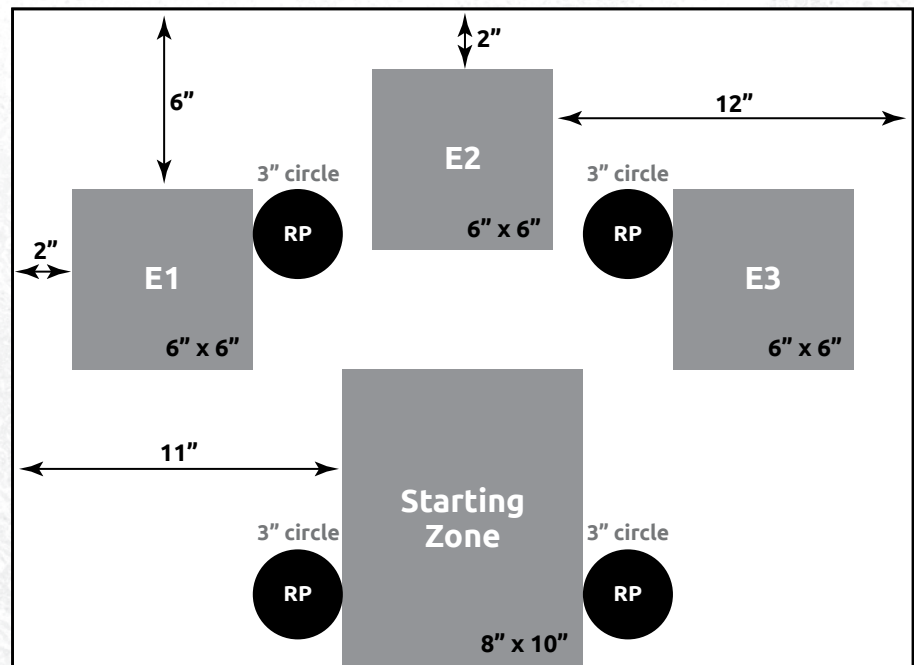
Challenge 15 Disused Bay

Read the following before playing the Challenge:

The original purpose of this bay has been lost to time. All that remains now are huge piles of junk and refuse scattered in piles around the room. The room has large pools of a thick, viscous, tarry substance that looks like ancient engine oil. As you fully enter the room, humanoid forms rise from the goo and begin moving toward you.

Set-Up

The Terrain is set up as per the map. Set up three Sludge Mutants per crew participating. They are evenly divided between the areas marked E1, E2, and E3 on the map.



Obstacles and Enemies

This Challenge contains the following obstacles your crew(s) must overcome:

- Sludge Mutants
- Collapsing Refuse (RP - Refuse Piles)

Sludge Mutants [Xenobiology, Alien Technology]

It is truly impossible to say what these creatures once were, their original form has been completely altered by...something...and they are now little more than shambling piles of flesh and anger.

Sludge Mutants

Lf: 10 Mv: 4 Co: 5 Re: 1 In: 1

Equipment: The Sludge Mutant is armed with clubbing fists (Weapon, Close, +1 Combat).

Special Ability – Consume: Whenever a Sludge Mutant damages an enemy, that enemy must make a Reaction Save 4. If this test is failed, the Sludge Mutant may immediately repeat their Combat Challenge Test attack (this does not require an action). If this new attack causes damage, this repeats until either the enemy is dead or the Reaction Challenge Test is successful.

Collapsing Refuse

Whenever a crew member makes a Close Attack within 3" of one of the Refuse Piles (Marked 'RP' on the map), if they roll a Critical Failure as part of a Combat Challenge Test, they have disturbed the massive Refuse Piles, which collapses onto them.

The crew member and all other crew members within 3" of that Refuse Pile – the Sludge Monsters are immune – must make a Reaction Save 4. If they fail, they suffer damage equal to the amount by which they failed the test, and that crew member's speed is reduced to 0. During future Activations, that crew member or any crew member within 1 inch of them, may repeat the Reaction Challenge Test above to pull free of the Refuse Pile.

Ending the Challenge

The challenge ends when all of the Sludge Mutants have been defeated. There are two exits from this bay:

- **Broken Lift Tube Up:** Challenge 7
- **Broken Lift Tube Down:** Challenge 12

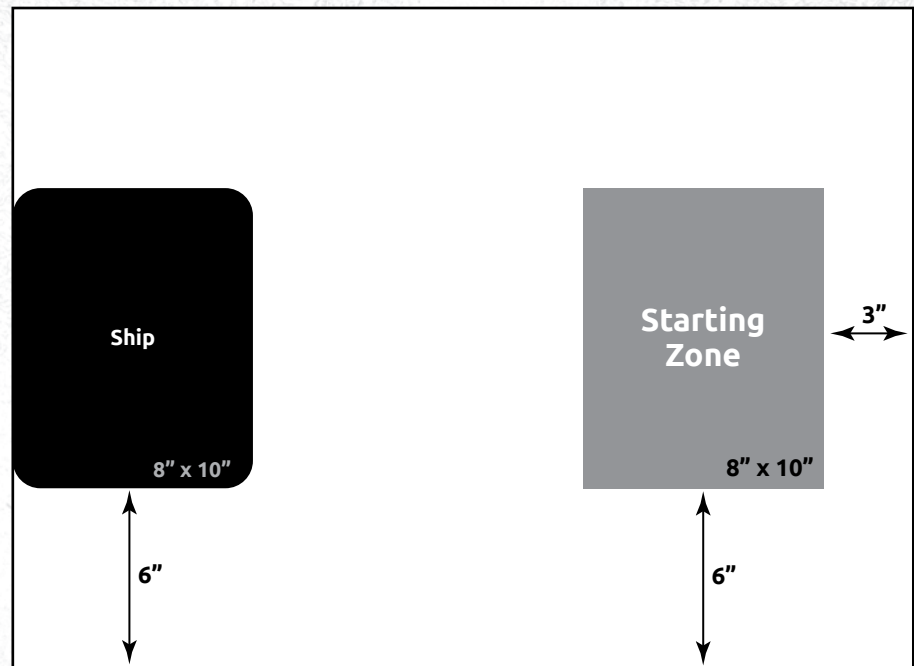
Challenge 16 Shuttle Bay

Read the following before playing the Challenge:

This bay is as tall as it is long. The reason why is obvious upon first glance: you've made your way to a shuttle bay on the edge of the space station. There is only one ship docked, a sleek craft of a design you don't recognize. As you enter and begin your exploration of the bay, you hear the exit control panel activate, and the door closes. The lights on the shuttle burst to light; its array of weapons lock on your position.

Set-Up

The Terrain is set up as per the map. Set up a single large piece of terrain – or a spaceship if you have such a model – in the area marked 'SHIP' on the map. The ship is the only enemy in this Challenge.



Obstacles and Enemies

This Challenge contains the following obstacle your crew(s) must overcome:

- Warship

Warship [Alien Technology]

This ancient Warship is AI-controlled and it seems to have recognized you as foes. Even though it's trapped in the bay and cannot fly, its weapons systems are still deadly.

The Warship has two sets of stats, one if you are playing solo, and one if you are playing co-op (if you have more than two players, use the co-op stats). The Warship may Activate three times each turn plus one additional time for each crew beyond the first participating in the Challenge. It may not roll to retain Initiative.

Warship (solo play)

Lf: 25 Mv: 0 Co: 7 Re: 3 In: 3

Warship (co-op play)

Lf: 35 Mv: 0 Co: 8 Re: 4 In: 3

Armor: 6

Equipment: The Warship is armed with the following weapons. It will use these weapons in order, once during each turn, on each of its Activations. If the Warship loses any of its weapons (see Hacking the Warship), it will use its remaining weapons in order, repeating as necessary.

Scatter Lasers: The three crew members closest to the Warship must each make a Reaction Save 5. If they fail, they suffer 2 damage.

Plasma Cannon: Weapon, Energy, Ranged, +4 Combat.

Fragmentation Warheads: Weapon, Kinetic, Ranged, +1 Combat. If the target of this Combat Challenge Test Attack is damaged, then all crew members within 6 inches must make a Reaction Save equal to the damage inflicted. If they fail, they suffer damage equal to the amount by which they failed the test.

Special Ability – Hull Shock: In each turn, the first time the Warship is attacked with a Close weapon, it activates its Hull Shock. All crew members within 3" of the warship must make a Reaction Save 5. If they fail, they suffer damage equal to the amount by which they failed the test and are pushed 3" directly away from the Warship.

Hack the Warship [Alien Technology]

The warship's computer can be hacked into and some of its systems taken off-line. Crew members within 1 inch of the Warship may make an Intelligence Challenge Test 8 (6+). Each time this test is



successful, you may choose one of the following options.

- **Weapons Off-line:** Choose one of the Warship's weapons. That weapon is now off-line and may no longer be used by the Warship (it will utilize a different weapon during its Activation as above under Equipment).
- **Armor Down:** The ablative armor of the Warship can be suppressed. The Armor of the Warship is now 4 instead of 8.
- **Targeting System:** The targeting system used for the weapons can be taken off-line, removing auto-tracking and targeting abilities. The Warship's Combat is now 5 instead of 8.

Rewards

The crew will find themselves with a Knowledge Shard after they complete this Challenge (see page 115, number 6).

Ending the Challenge

The Challenge ends when the Warship is put Out of Action and Removed from Play. When this happens, read the text below:

The ship's weapons system goes off-line as you destroy the hull of the ship. Your moment of hope, however, is cut short when a chain reaction begins throughout the hull of the ship. The back of the ship cascades in a massive explosion that rips open the side of the space station, exposing the cold emptiness of space. The air in the space station almost immediately gets drawn out into the void, threatening to take you all with it. As you come off your feet and start drifting, the shielding system of the station activates, sealing the room. Your entire crew slides down the protective shield, staring out into the empty blackness of deep space, into an unknown part of the station below.

Roll a d12 and consult the table below. This is a **No Return** Challenge.

d12 Roll	Challenge
1-6	Challenge 17
7-9	Challenge 18
10-11	Challenge 19
12	Challenge 20

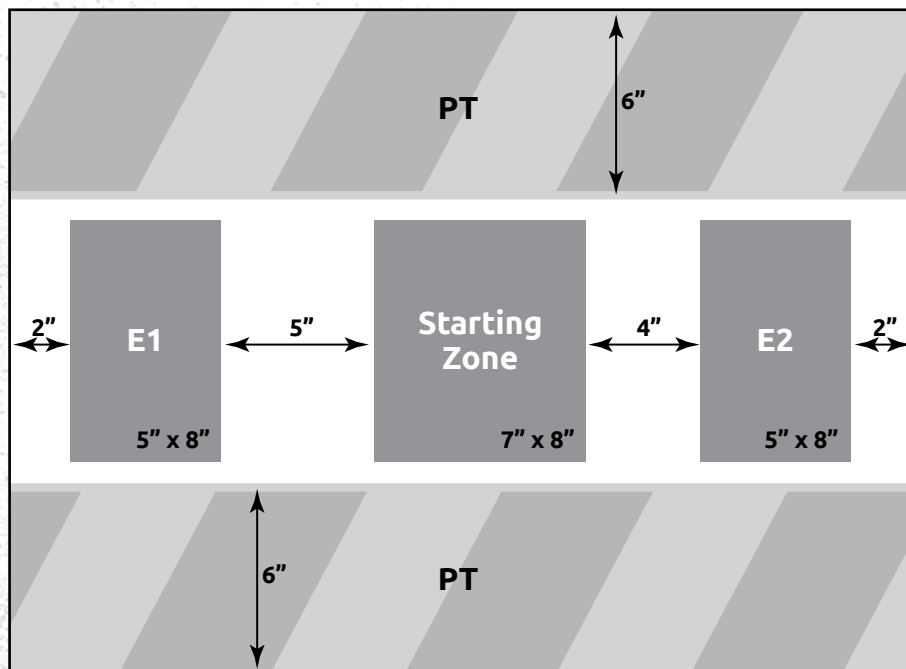
Challenge 17 Trash Storage

Read the following before playing the Challenge:

You find yourself in what seems to be a repository for trash in the space station. This room is piled to the ceiling with refuse and rot. Centuries of trash and debris fill your vision.

Set-Up

This Challenge does not utilize the full play board. Instead, refer to the map below. All areas that are blocked out are impassable (outside the trash collection area). Models may not move into this area under any circumstances. No enemies are initially set up as part of this Challenge – they are Hidden (see Trash Mutants below). There are six Trash Mutants per crew participating in the Challenge who will Activate as normal on their Initiative. If the Trash Mutants are spotted, or when they Activate, they are placed evenly divided between the areas marked E1 and E2.



Obstacles and Enemies

This Challenge contains the following obstacle your crew(s) must overcome:

- Trash Mutants
- Laser Incinerator
- Special (Top of Turn 3)

Trash Mutants [Xenobiology]

These mutants have nearly merged with the rot and trash that is around them. The Trash Mutants begin the Challenge Hidden but will Activate as normal on the first turn. If they are not spotted by

a crew member, only those that have Activated are placed on the board and may be targeted.

Trash Mutants

Lf: 6 Mv: 5 Co: 4 Re: 3 In: 1

Armor: 4 (Trash)

Equipment: The Trash Mutants are armed with crude weapons and distended jaws (Weapon, Close, +2 Combat).

Special Ability – One with Trash: Instead of moving, if a Trash Mutant is within 1 inch of a pile of trash (marked 'PT' on the map), they may move to any other pile of trash on the map. Remove the Trash Mutant from the board and set them up within 1 inch of any other trash pile.

Laser Incinerator

Whenever the enemy fails to retain Initiative and it passes back to the players and their crews, roll a dice. On a result of 5+, the Laser Incinerator activates. Randomly select a crew member that is not within 1 inch of a Trash Mutant (who naturally avoid the Laser Incinerators). That crew member must make a Reaction Save 5. If they fail, they suffer damage equal to the amount by which they failed the test.

Surprise Challenge

At the top of the third turn, see page 115, number 7 and apply those effects.

Ending the Challenge

This Challenge ends when either all mutants are defeated or the surprise challenge is resolved. There is a single exit from this Challenge:

- **Sealed Door:** Challenge 19

Challenge 18 Prison

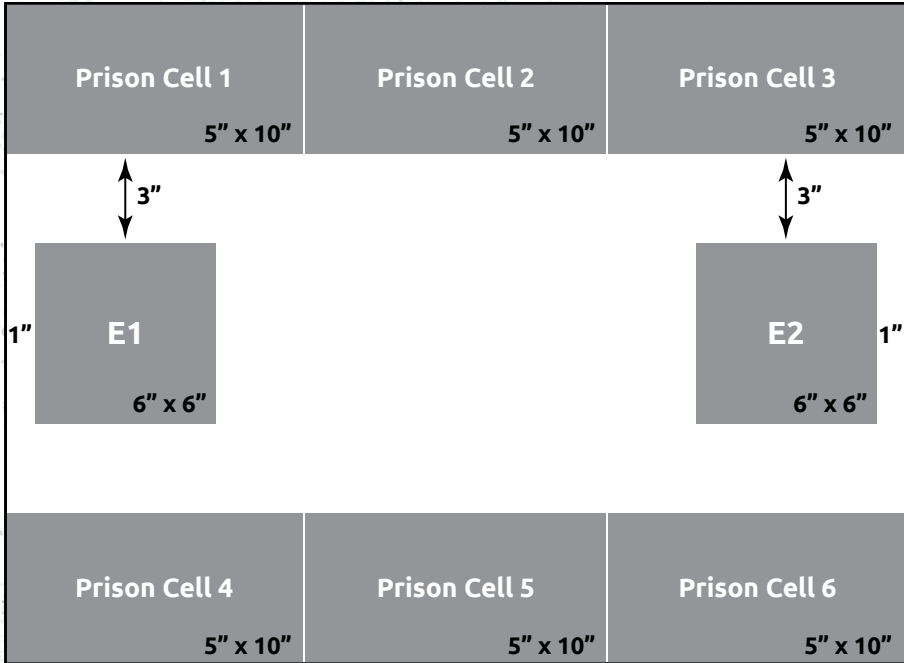
Read the following before playing the Challenge:

You awake after your long tumble down the shields into what seems like a prison. Your crew is separated amongst the cells of this prison. The walls are clear material, so you can see that you have all survived, but a cursory examination shows they are immune to your weapons. It seems you will have to break out the old-fashioned way.

Set-Up

The Terrain is set up as per the map. Mark the cells on your map and then randomly determine which cell each crew member is in by roll-

ing a d6 and placing that crew member into the rolled cell (e.g., you select your Pilot and roll a d6, which rolls a 3, so the Pilot is placed into Cell 3). If you generate the same result for multiple crew members, they are both placed in the same cell. Place two Prison Drones on the map for each crew that is participating. They are evenly divided between the areas marked E1 and E2 on the map.



Obstacles and Enemies

This Challenge contains the following obstacle your crew(s) must overcome:

- Cells
- Sleeping Gas
- Prison Drones

Cells [Alien Technology]

These cells are made of a material that is clear but tougher than any material you have encountered previously. Your weapons, whether energy or kinetic, don't even scratch the surface.

Escaping from the cells requires a Reaction Challenge Test 6 (4+), which may be attempted by crew members in that cell or by any crew member not in a cell but adjacent to it. This test is not a single roll. If this test is attempted and not completed, however, see "Sleeping Gas" below. Once the Challenge is successful, the Sleeping Gas no longer applies as the cell door is open and the gas is diffused.

If the Reaction Challenge Test is failed with a Critical Failure, the Sleeping Gas is triggered as normal. In addition, the control panel is broken and all progress on the Reaction Challenge Test is lost. The control panel can be repaired with an Intelligence Challenge Test 5

(4+). Once this Challenge is completed, crew members may attempt the Reaction Challenge Test above as normal.

Sleeping Gas [Chemical]

Whenever an attempt to open the doors is not successful, the cell fills with a heavy green gas that puts people to sleep. If the Sleeping Gas is present, then when a crew member Activates, they must make a Life Save 3. If this test is failed, the crew member falls asleep. The crew member may not take actions and may not move. They remain asleep until another crew member moves to within 1 inch and uses their action to wake up the sleeping crew member or until they suffer damage of any kind.

Prison Drones [Alien Technology]

These drones have been charged with keeping everyone in their cells. It seems that programming has remained largely intact, regardless of the guilt of the prisoner. The Prison Drones may not be attacked by any crew member until they have completed the Reaction Challenge Test in Cells above to open their cell.

Prison Drones

Lf: 8 Mv: 5 Co: 5 Re: 2 In: 1

Armor: 4

Equipment: The Prison Drones are armed with stun sticks (Weapon, Close, +2 Combat, Stun).

Special Ability – Stun: Whenever a Prison Drone successfully damages a crew member, the crew member must make a Life Save 3. If this test is failed, the crew member reduces their Move to 0 and may not attack during their next Activation.

Ending the Challenge

The Challenge ends when all crew members have escaped their cells and all Prison Drones have been defeated. There is a single exit from the prison.

- **Sealed Door:** Challenge 19

Challenge 19 Disused Bay

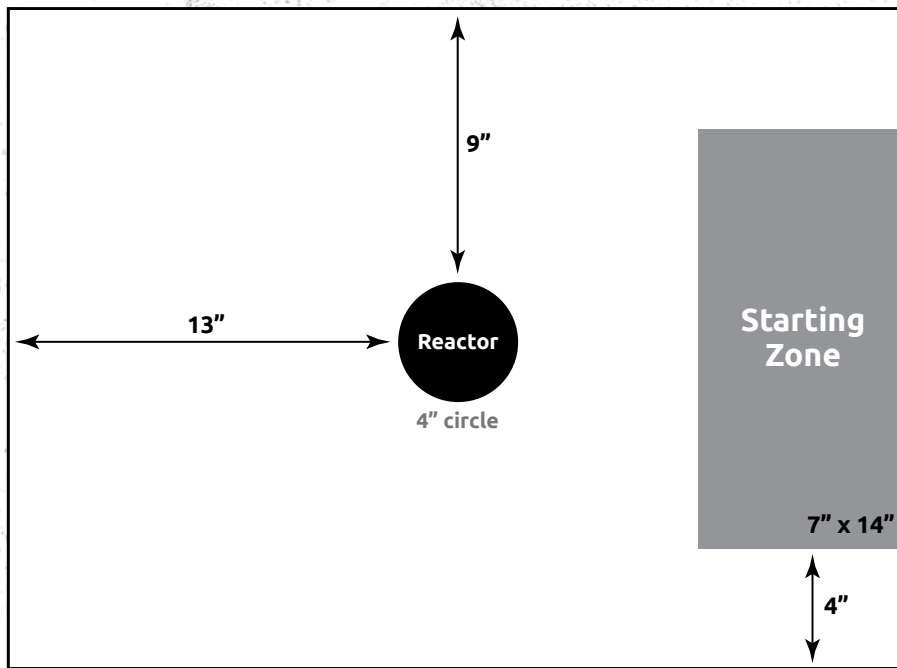
Read the following before playing the Challenge:

The original purpose of this bay is unclear, but there is wrecked machinery everywhere, parts scattered about the floor and hanging from the ceilings. The center of the room has a large, thrumming reactor of indeterminate purpose, and a chill hangs in the air.

Set-Up

The Terrain is set up as per the map. No enemies are set up as part

of this challenge.



Obstacles and Enemies

This Challenge contains the following obstacles your crew(s) must overcome:

- Reactor Coolant Leak
- Overheating Reactor
- Falling Ice

Reactor Coolant Leak [Alien Technology]

The reactor in the center of the room is leaking a massive amount of its coolant, lowering the room temperature at a frightening pace. Whenever a crew member Activates, they must succeed on a Life Save equal to 1+ the current turn (i.e. 2 in turn 1, 3 in turn 2, etc.). If they fail, they suffer damage equal to the amount by which they failed the test. Repairing the Coolant Leak is done as part of the Overheating Reactor Challenge below.

Overheating Reactor [Alien Technology]

The lack of coolant is making the reactor overheat and threatening that it will go critical. At the end of the third turn, the reactor will go critical and explode, killing everyone in the area.

Repairing the reactor is an Intelligence Challenge Test 12 (8+) that may be attempted by any crew member within 1" of the Reactor. If this is not completed by the end of the third turn, all crew members are immediately put Out of Action and Removed from Play. These crew members must roll as normal on the Injury and Death table after the Challenge, rerolling any roll of 12+. Once this Challenge is successful, the Coolant Leak is also ended and the room returns to normal temperature quickly, removing the need for the Life Chal-

allenge Test in Reactor Coolant Leak above.

Falling Ice

The sudden dropping of temperature is causing the pipes above to burst and raining down massive chemical ice shards on those below. Whenever a crew member Activates, roll a d12. On the result of 11+, that crew member must make a Movement Save 7. If they fail, they suffer damage equal to the amount by which they failed the test.

Ending the Challenge

The Challenge is resolved at the end of turn 3 if the Overheating Reactor Challenge above has not been completed when it explodes and all crew members are killed. Otherwise, the challenge ends when the Overheating Reactor Challenge has successfully been resolved. There are four exits from this bay:

- **Sealed Door:** Challenge 17
- **Rusted Door:** Challenge 18
- **Broken Lift Tube Up:** Challenge 21
- **Broken Lift Tube Down:** Challenge 22



Challenge 20

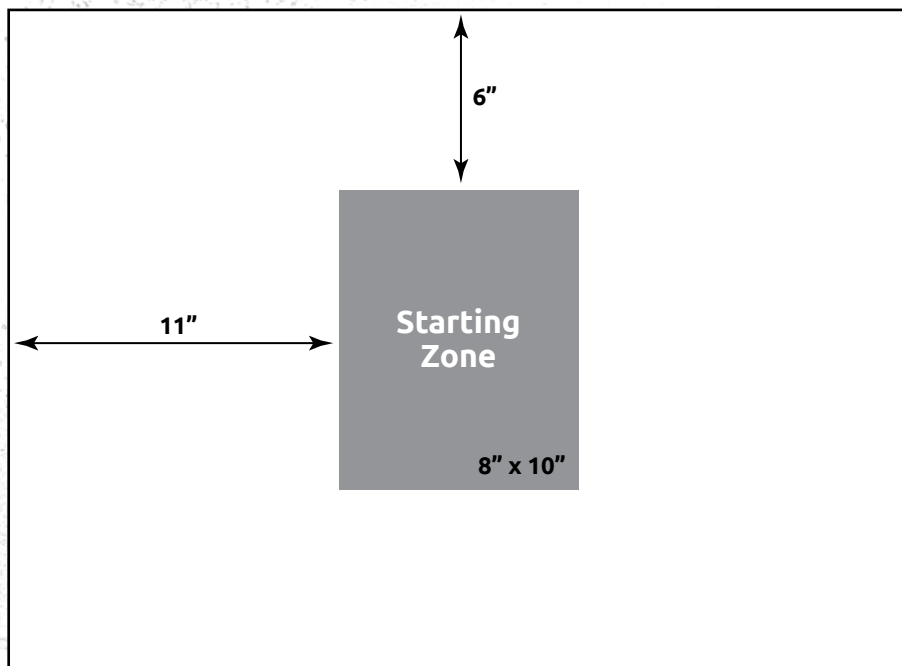
Hologram Bay

Read the following before playing the Challenge:

This bay is almost completely empty, save for an odd grid lining the walls. As you enter, strange images flare to life around you, then begin to blink and wink out of existence. Aberrant, partial images flare to life, fritz for a moment, and extinguish again.

Set-Up

There is no Terrain or enemies in this Challenge.



Obstacles and Enemies

This Challenge does not contain any enemies, but the following obstacle must be overcome:

- Repairing the Bay

Repairing the Hologram Bay

Repairing the Hologram Bay is an Intelligence Challenge Test 12 (8+). This is not a single roll, but if any crew member should Critically Fail a roll when attempting the repair, all progress is lost and the bay may not be repaired.

If the bay is repaired, reference page 115, number 8.

Rewards

If the Hologram Bay is repaired, a single crew member gains a Knowledge Shard. That crew member may add 1 to any stat of their choice.

Ending the Challenge

This Challenge ends when the crew members decide to leave the bay. There is a single exit from this bay, the Ventilation Shaft that can be crawled through. All doors from this room are completely shut and sealed:

- **Ventilation Shaft:** Challenge 21

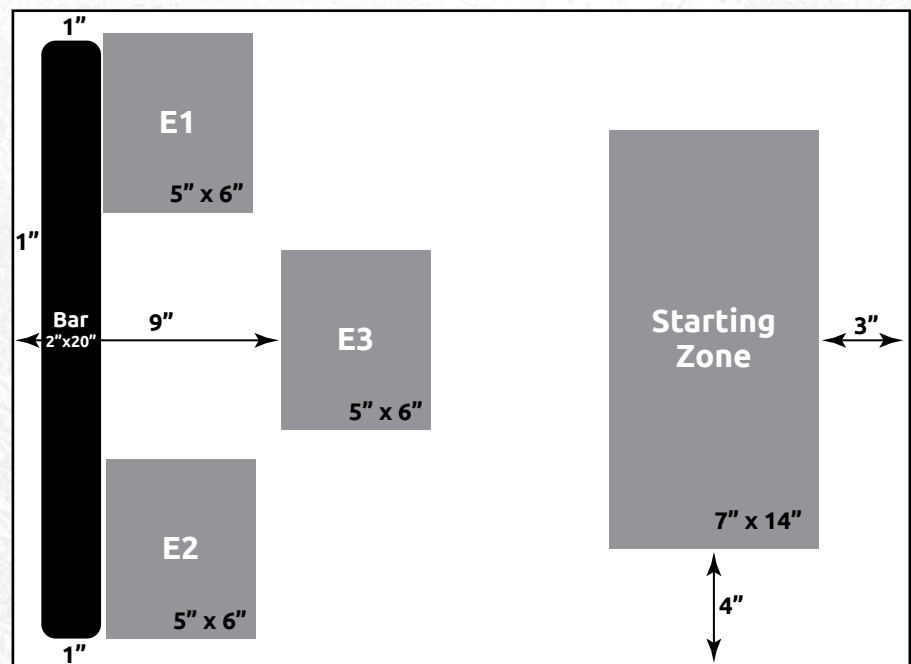
Challenge 21 Bar

Read the following before playing the Challenge:

This bay is adorned with chairs and couches, and a long bar runs along the side of the room. Most of this is in terrible disrepair, with bottles from behind the bar piled in the center, emptied. The source of this becomes readily apparent as you enter – you find a group of mutants fighting over the last bottle that has a drop of liquid in it. As you enter the bay, they give up their squabble and turn their attention to you.

Set-Up

The Terrain is set up as per the map. Set up six Drunken Mutants per crew participating in the Challenge. They are evenly divided between the zones marked E1, E2, and E3 on the map.



Obstacles and Enemies

This Challenge contains the following obstacle your crew(s) must overcome:

- Drunken Mutants
- Explosive Decompression

Drunken Mutants [Xenobiology]

These mutants are twisted and hunched, with horrible scars across their bodies and deep black, empty eyes around their heads. Whatever contents this place once held, they have consumed all of it over time, seeming the worse for wear because of it.

Drunken Mutants

Lf: 8 Mv: 6 Co: 6 Re: 2 In: 1

Equipment: The Drunken Mutants are armed with powerful fists (Weapon, Close, +1 Combat).

Special Ability – *Shrug it Off*: If a Drunken Mutant suffers 2 or less damage from a Combat Challenge Test attack, they reduce this damage to 0.

Explosive Decompression

The explosion above in the shuttle bay has weakened this area of the ship. At the start of each crew member's Activation, roll a d12. On the result of an 8+, that crew member is caught in a localized explosion, causing a short burst of decompression. That crew member and all crew members within 3 inches of them must make a Movement Save 4. If a crew member fails, that member suffers damage equal to the amount by which they failed the test.

Ending the Challenge

The Challenge ends when all of the Drunken Mutants are defeated. At the start of the Challenge, there were no other exits from this bay, but at the completion of the Challenge, one of the explosive decompressions had opened a hole into a lower area of the space station:

- **Explosion Hole:** Challenge 22



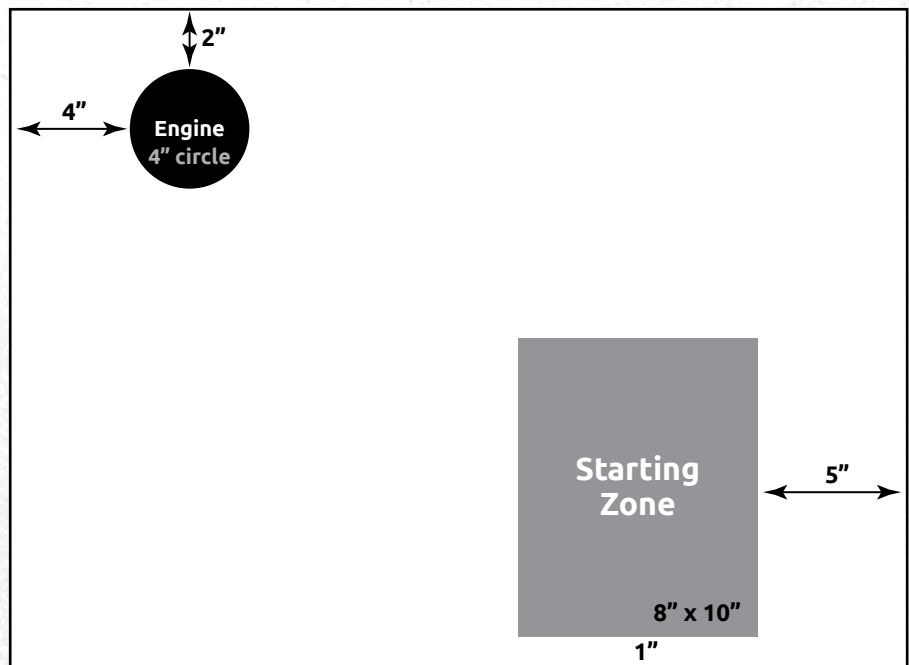
Challenge 22 Engine Room

Read the following before playing the Challenge:

This area is clearly an engine room. It must be one of countless, given the amount of power this space station would require to stay active, even in its dilapidated state. In the center of the room is a massive thrumming engine that is made from no technology you can comprehend. Whatever powers this place, whoever built this engine, was millions of years ahead of any technology you have encountered. As you enter, an alarm detects your presence, blaring a short warning about radiation before sealing the room, with you inside.

Set-Up

The Terrain is set up as per the map. No enemies are placed for this Challenge.



Obstacles and Enemies

This Challenge contains the following obstacles your crew(s) must overcome:

- Radiation Leak
- Engine Repair
- Safety Measures

Radiation Leak

The massive engine in the center of the room is leaking radiation at an exponential rate. If it's not contained quickly, you will likely all be reduced to little more than a pile of slag. To repair the engine, see Engine Repair below.

At the start of each crew member's Activation, they must make a Life Save equal to the current turn number. If they fail, they suffer damage equal to the amount by which they failed the test.

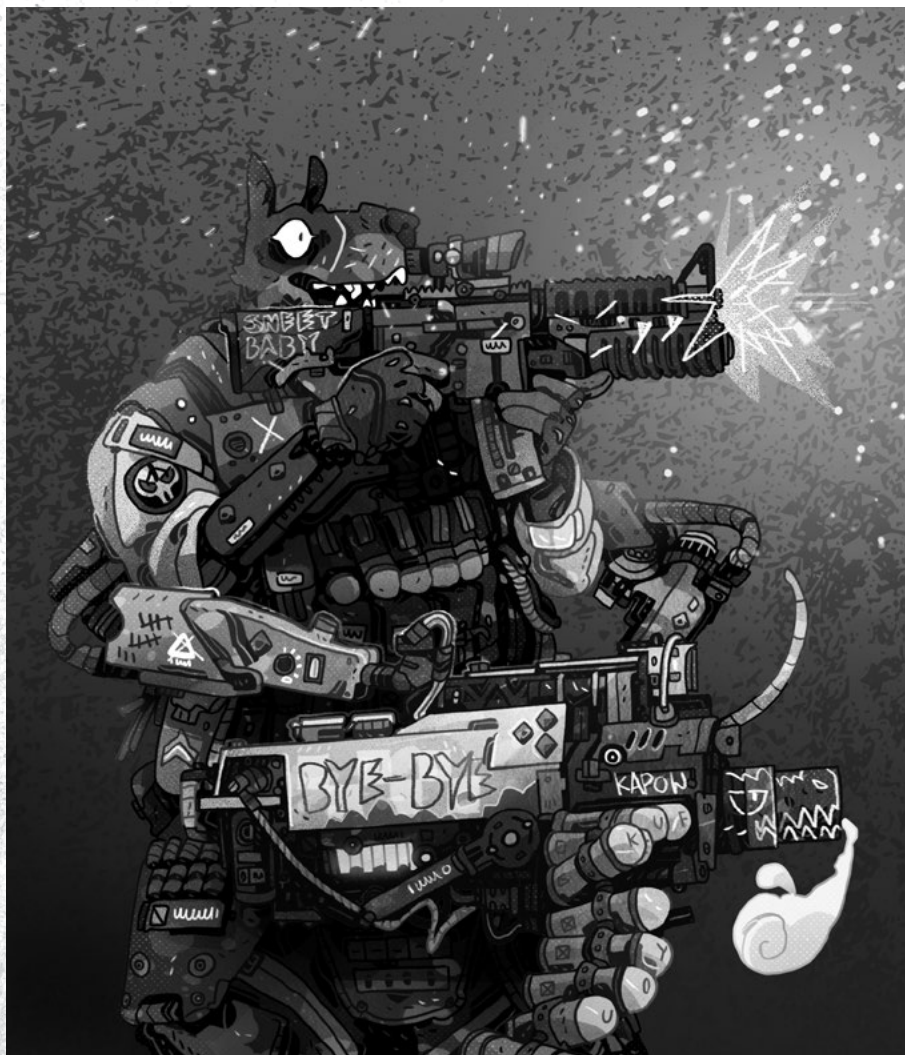
Engine Repair [Alien Technology]

This engine is incredibly advanced technology, but it is possible you may be able to repair it enough to at least stop the deadly leak. Repairing the Engine requires a Challenge Test 20 (8+) (you may use either Reaction or Intelligence for this Challenge Test), and may be attempted by any crew member within 1" of the Engine ('Engine' on Map). If the engine is not repaired by the end of the fifth turn, it goes critical and all crew members in the Challenge are immediately Out of Action and Removed from Play. Roll as normal on the Injury and Death table, rerolling all results of 12+.

Once the engine has been repaired, crew members no longer need to make Life Challenge Tests, as per Radiation Leak above.

Safety Measures [Alien Technology]

The engine has several "safety" measures that make repairing it difficult. Whenever any crew member makes a check as part of Engine



Repair above, roll a d12. On a result of an 8+, the crew member has activated a safety measure that is unfortunately quite deadly. The crew member must make a Reaction Save 4. If they fail, they suffer damage equal to the amount by which they failed the test and any attempt to repair the engine with their action this turn automatically fails. If the test is successful, they may attempt to repair the engine as normal.

Ending the Challenge

The Challenge ends when the engine has been repaired, or at the end of the fifth turn, when the engine goes critical and explodes, killing everyone in the room. Once repaired, there is a single exit from this room, a working lift that goes down:

- **Functional Lift:** Challenge 23

Challenge 23 Control Room

Read the following before playing the Challenge:

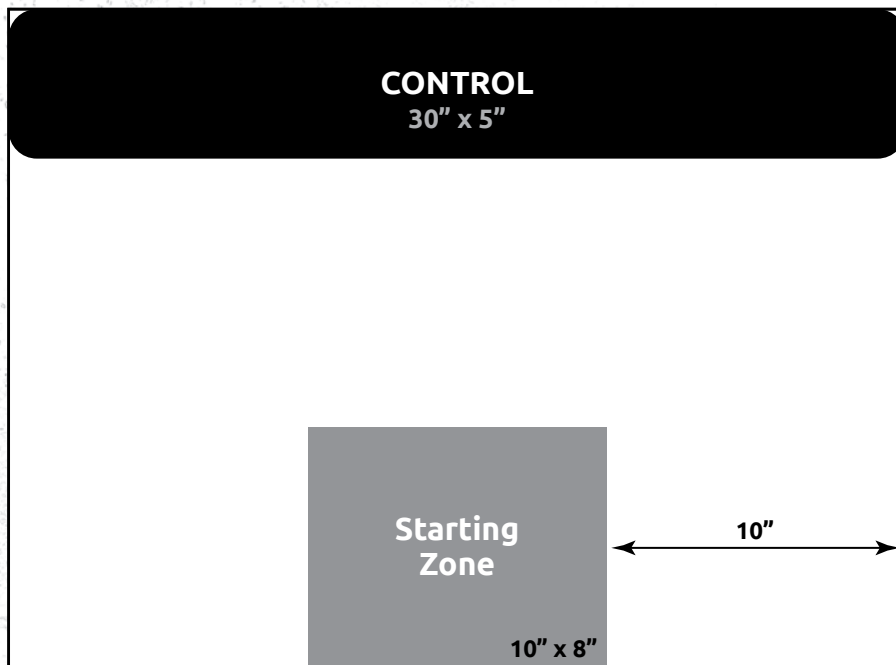
This massive bay is completely dark when you enter, save for a single red light at the far side of the room, which pulses with a soft, even



rhythm. As you take your first steps, the red light flares brighter, lights clicking on around the room. Lights, diodes, and LEDs spring to life, revealing a massive machine that takes up the entire far end of the space. A lifeless, metallic voice blares: "Enter Control Codes." It pauses for only the briefest moment, seeming to expect an answer, but not allowing enough time for it to be given. It continues: "Hostile forms detected, Security Protocols engaged."

Set-Up

The Terrain is set up as per the map. Set up a single large piece of terrain in the area marked 'CONTROL' on the map. CONTROL is the only enemy in this challenge.



Obstacles and Enemies

This Challenge contains the following obstacles your crew(s) must overcome:

- CONTROL

CONTROL [Alien Technology]

This seems to be one of the control nodes of Space Station Zero. Though it's ancient beyond imagining, it seems a good deal of pow-

er has been directed to keeping this machine in proper condition. This is unfortunate, as it appears this advanced machine has recognized you as an enemy.

CONTROL has two sets of stats, one if you are playing solo, one if you are playing co-op (if you have more than two players, use the co-op stats). CONTROL may Activate four times each turn plus one additional time for each crew beyond the first participating in the challenge. It may not roll to retain Initiative.

CONTROL (solo play)

Lf: 30 Mv: 0 Co: 6 Re: 2 In: 10

CONTROL (co-op play)

Lf: 40 Mv: 0 Co: 7 Re: 2 In: 10

Armor: 6

Equipment: CONTROL is armed with the following weapons and will use them in order on each of its activations. Once it has used all these weapons, it repeats this sequence for any remaining Activations.

- **Quad-Cannon:** The four crew members closest to CONTROL must each make a Reaction Save 5. If they fail, they suffer 2 damage.
- **Neutron Ion-Beam:** Weapon, Energy, Ranged, +7 combat.
- **Implosion Gravity Grenades:** Weapon, Kinetic, Ranged, +1 Combat. If the target of this Combat Challenge Test Attack is damaged, they must make a Life Save equal to the damage they suffered or be killed instantly (Out of Action and Removed from Play). Regardless of the outcome of this Challenge, all other crew members within 3" must make a Reaction Save equal to the original damage inflicted. If they fail, they suffer damage equal to the amount by which they failed the test.
- **Shock Web:** All crew members in the Challenge must make a Movement Save 2. If they fail, they suffer damage equal to the amount by which they failed the test and their Movement stat is reduced to 0 during their next Activation.

Special Ability – Force Field: The first time each turn that CONTROL is attacked by a Ranged Energy Weapon, it may activate its force field. If it does so, it suffers 0 damage from the attack, regardless of the outcome of the Combat Challenge Test.

Computer Bypass

Crew members within 3 inches of CONTROL may attempt to bypass its systems. To do so, they must make an Intelligence Challenge Test 10 (6+). Each time this test is successful, you may choose one of the following options:

- **Buffer Combat Systems:** CONTROL's Combat Score is reduced by 2. This may be selected multiple times. If CONTROL's Combat

stat should ever be reduced to 0 or less, it may no longer make Combat Challenge Tests.

- **Defense Suppression:** CONTROL may no longer use the Force Field ability above. If this ability is selected a second time, CONTROL's armor is reduced to 4.
- **Damage Systems:** CONTROL suffers 10 damage. This may be selected multiple times.
- **Modify Programming:** This option may only be selected if CONTROL's Combat has been reduced to 0 or less. This flips its IFF (Identify Friend/Foe) to be friendly (see Rewards below).

Rewards

If you completed Modify Programming, see page 116, number 9.

Ending the Challenge

This challenge ends when CONTROL is defeated – either through being reduced to 0 life or by the Modify Programming option above. There is a single exit from this room: a massive bay door that opens when CONTROL is defeated.

- **Bay Door:** Challenge 24

Challenge 24 Master System

Read the following before playing the Challenge:

You enter what seems to be a central computing room. The center of the room is a ball of bright white light. As you enter, it flares to life, and you feel something pushing against your mind.

Set-Up

There is nothing left to set up.

Obstacles and Enemies

There are no more obstacles.

The Truth

Read page 116, number 10 to learn The Truth.

I DON'T WANT TO
BELIEVE

SKIRMISH CHALLENGES

How to Play Skirmish Challenges

Skirmish Challenges represent crews fighting each other directly instead of cooperating together in the exploration of the depths of Space Station Zero. With so many different peoples and crews in the area of Dock Zero, conflict is inevitable.

Each Skirmish Challenge will list the number of crews that may participate in the Challenge. Unlike the Solo/Co-Op Challenges, these Challenges have more defined victory conditions that crews are attempting to achieve to determine who is the winner.

Skirmish Games of Space Station Zero are played using the same rules as the standard game, with the following modifications:

- Crews roll off to determine which crew has the first Activation. Each player rolls a d12 (rerolling ties); the highest roll wins and has the first Activation.
- Activations then proceed clockwise around the table if there are more than two players participating.
- Crews participating in Skirmish Challenges should have roughly the same amount of experience on their Commanders (+/-3). The best method is to create a new crew for each player as opposed to using existing/experienced crews.
- Crews roll off to determine who is Crew #1, Crew #2, and so on for purposes of starting position on the map.

Campaign Games

The Campaign System of Space Station Zero is specifically geared toward the exploration of the space station. If your friends and you would like to use the Skirmish Challenges below (or even create your own), and string them together as a campaign, you are certainly welcome to do so.

In this event, your crews will use the standard Post-Game Process (see page 40). As Space Station Zero is highly deadly, it can be easy for a few bad rolls to have one crew end up at a large disadvantage. If your group would like a more evenly-balanced Skirmish Campaign experience, consider the following modified rule to use in your campaign.

Quality Medical Treatment

As Skirmishes often happen close to Dock Zero and the crew's actual ship, supplies, and medical care, death from battle is much more rare. Treat any result on the Injury and Death table of 6-11 (Dead) as a result of 12-17 (Full Recovery). This represents the incredible capabilities of the crews and their technology to save lives, even from grievous wounds, when they have access to all of their resources.

Selecting a Challenge

To determine your Skirmish Challenge, you may agree with your opponent(s) on the Challenge you would like to play, or randomly roll on the table below.

d12 Roll	Skirmish Challenge
1-2	Resource War
3-4	Base Attack
5-6	Code Raiders
7-8	Sealed In
9-10	Environmental Controls
11-12	The Lab



Terrain in Skirmish Challenges

Skirmish Challenges do not have pre-set terrain. Use the terrain rules on page 43 to generate terrain for your game.

Resource War

Read the following before playing the Challenge:

You have traveled to the area just outside of Dock Zero to gather supplies, leftover remnants of previous civilizations, and crews that have occupied this space station in the past. Unfortunately, it seems another crew has the same idea.

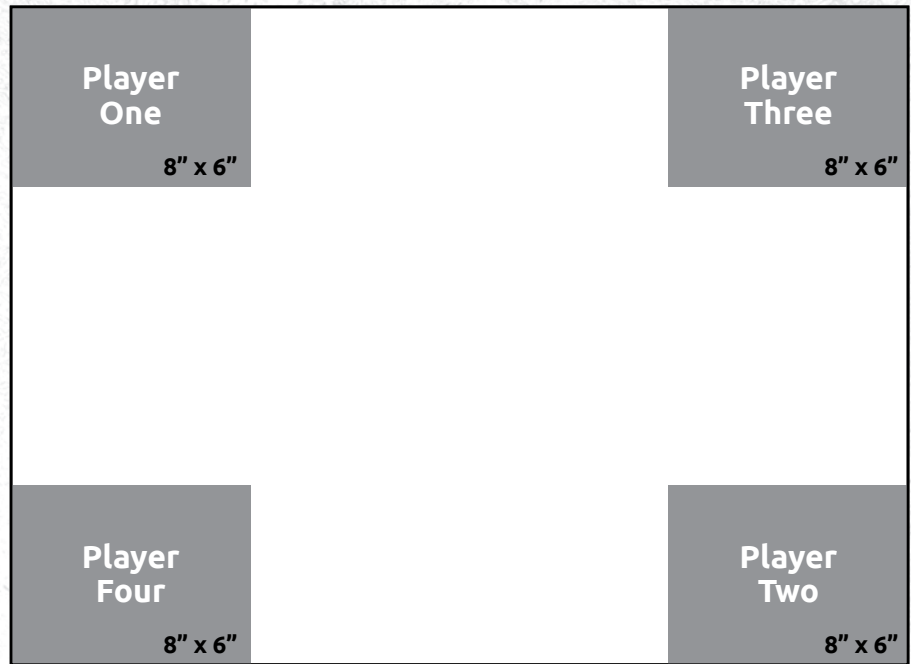
Players

This Skirmish Challenge is designed for two to four players.

Set-Up

The Terrain and crews are set up as per the map. In addition, each player participating in the Challenge must place three resource tokens on the map. The resource tokens must be 4" away from all

starting areas and at least 4" away from each other. No resource token may be placed more than 3" vertically. Players should alternate placing resource tokens until all resource tokens are placed.



Obstacles and Enemies

This Challenge contains the following obstacle all crews must overcome:

- Uncertain Floors

Uncertain Floors

Whenever a crew member Activates, they must roll a d12. On the result of an 8+, that crew member must make a Movement Challenge Test 2 (Single Roll). If this test is failed, the crew member falls through the floor and is Out of Action and Removed from Play.

Objectives

This Skirmish Challenge is fought to control resources. To control a resource token, a crew member must move into contact with an objective. That crew member now controls that resource token and may complete any remaining move, attack, and/or carry out any other actions as normal. The resource token moves with that crew member and it may not be transferred. If that crew member is killed, place the resource token on the map where the crew member was put Out of Action.

Scoring & Victory

At the end of each turn, each crew participating earns Victory Points as below. The winner of this Skirmish Challenge is the crew with the most Victory Points at the end of the fifth turn.

- 1 Victory Point for each resource token that the crew controls.

- 1 Victory Point for each Movement Challenge from Uncertain Floors that was successfully passed.

Base Attack

Read the following before playing the Challenge:

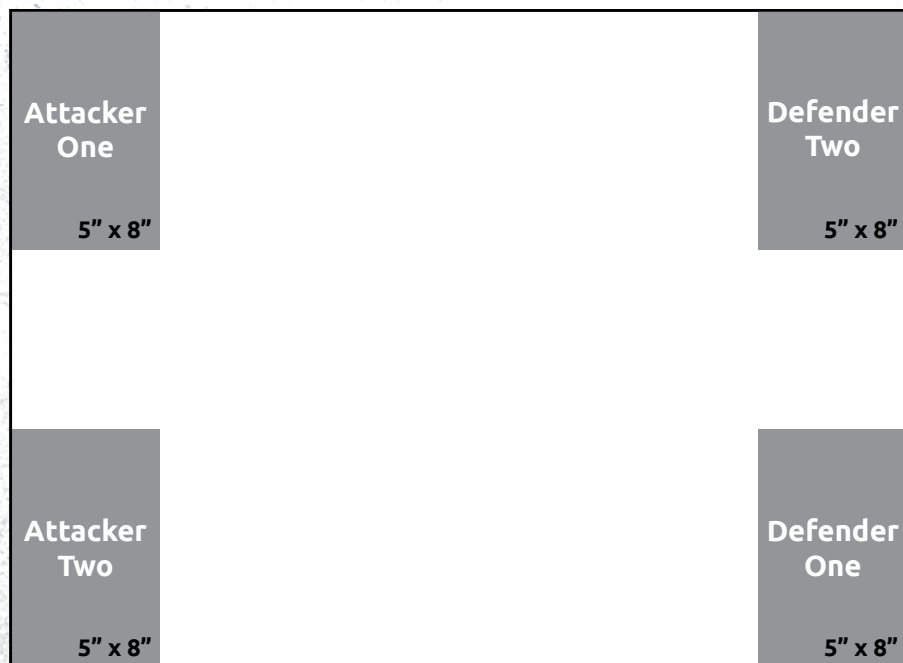
Resources are never in abundant supply in Space Station Zero. Brave crews venture into the depths of the space station to find supplies, but others prefer a more direct approach.

Players

This Skirmish Challenge is designed for two to four players.

Set-Up

The Terrain and crews are set up as per the map. In addition, randomly determine one player to be the attacker (or two players if it's a four-player game), and one player to be the defender (or two players if it's a four-player game). The attacker has the first Activation in this Challenge.



Obstacles and Enemies

This Challenge contains the following obstacle all crews must overcome:

- Guard Drones

Guard Drones [Alien Technology]

The defender's base is well-protected. Each defending crew has two Guard Drones that they may place within their starting zone. The Guard Drones are considered part of the defender's crew and must

be Activated as normal.

Guard Drones

Lf: 16 Mv: 5 Co: 4 Re: 4 In: 2

Armor: 6

Equipment: The Guard Drone is armed with a laser rifle (Weapon, Energy, Ranged, +2 Combat).

Special Ability – Guard: Once per turn, when a crew member is damaged by a Ranged Attack within 3" of the Guard Drone, the Guard Drone may choose to take that damage instead. A Guard Drone cannot choose to take damage for another Guard Drone.

Hacking the Drones

Any crew member within 1" of a Guard Drone currently controlled by an enemy crew may attempt to hack the drone and take control of it. To do so, that crew member must make a Reaction Challenge Test 5 (4+). If this is successful, that crew now controls the Guard Drone. If it has not yet Activated this turn, it may be Activated by that crew as normal. If it has already Activated that turn, it may be Activated as normal during the controlling crews next turn. This test may be undertaken multiple times during the Challenge to gain/re-gain control of the Guard Drone.

Scoring & Victory

The winner of this Challenge is the crew with the most Non-Guard Drone crew members in the defender's territory at the end of the fifth turn.



Code Raiders

Read the following before playing the Challenge:

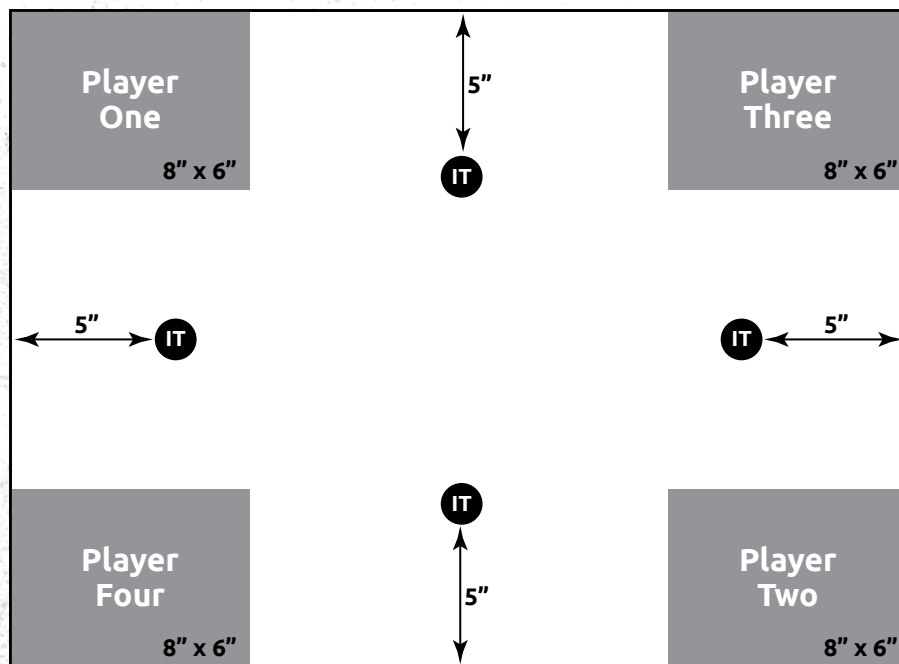
The information nodes around Dock Zero are mostly damaged beyond repair. Determined scientists and crews, though, have found there are a few that are still functional. These nodes give small glimpses into the powerful information contained within the ancient databases of Space Station Zero. Information on weapons, technology, medicines – everything one could imagine or dream, can be found if a crew is willing to search hard enough. Your crew has found a valuable working node, but it seems you were not the only crew to make this discovery.

Players

This Skirmish Challenge is designed for two to four players.

Set-Up

The Terrain and crews are set up as per the map. In addition, four information nodes are placed in the locations marked 'IT' on the map.



Obstacles and Enemies

This Challenge contains the following obstacle all crews must overcome:

- Gas Leak

Gas Leak [Chemical]

It seems this room was unexplored for a reason, as it is full of toxic gas. Whenever a crew member Activates, they must make a Life Save 2. If they fail, they suffer damage equal to the amount by which they failed the test.

Objectives

This Skirmish Challenge is fought to control information nodes. Control of a node is determined at the end of each turn. To control a node, a crew must have more of their models within 3 inches of the node than any other crew. At the end of the turn, each crew may attempt to hack any node they control. Each crew chooses a single crew member they have within 1" of the node and makes an Intelligence Challenge Test 3 (6+). If they are successful, they glean some information from the database and score additional Victory Points (see below).

Scoring & Victory

At the end of each turn, each crew participating earns Victory Points as below. The winner of this Skirmish Challenge is the crew with the most Victory Points at the end of the fifth turn.

- 1 Victory Point for each information node the crew controls.
- 1 Victory Point for each information node the crew successfully hacks.

Sealed In

Read the following before playing the Challenge:

Your crew was investigating some compartments not too far from Dock Zero when you ran into others performing the same exploration. Unfortunately, this bay seems to have been alarmed. Now all of you find yourselves trapped within, fighting for your life against each other and the automated defenses.

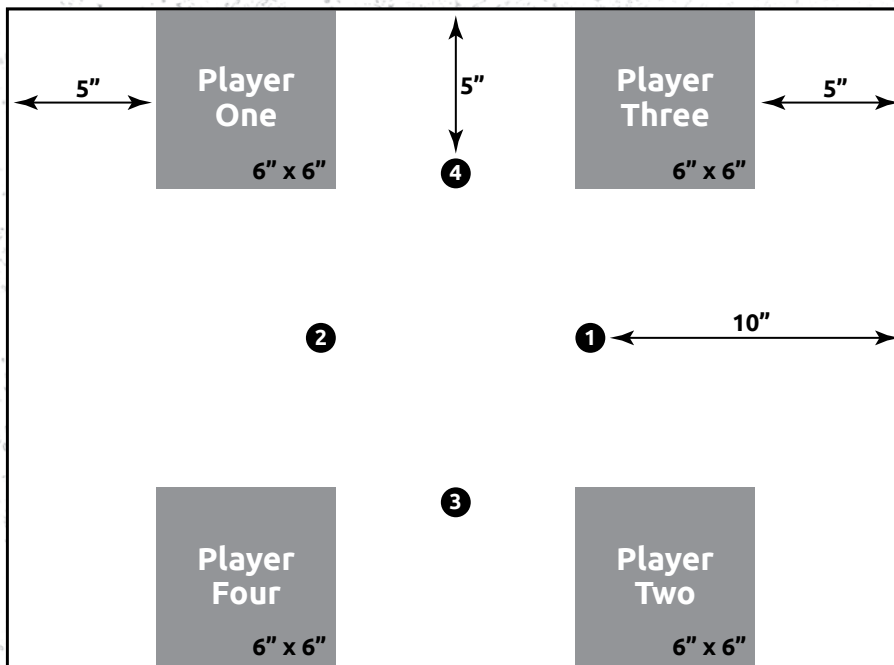
Players

This Skirmish Challenge is designed for two to four players.



Set-Up

The Terrain and crews are set up as per the map. In addition, set up one Defensive Turret for each crew participating in the challenge.



Obstacles and Enemies

This Challenge contains the following obstacle all crews must overcome:

- Defensive Turret

Defensive Turret [Alien Technology]

These turrets are the automated defenses of the room you find yourself trapped within. The turrets don't seem to care much about internecine crew squabbles and are simply looking to stop anything in the room from being alive.

The Defensive Turrets may be targeted with weapons as normal. The Defensive Turrets may also be turned off. To do this, a crew member within 1" makes a Reaction Challenge Test 4 (8+). If this is successful, the turret no longer activates and is considered out of action (it remains on the board as a piece of terrain).

The Defensive Turrets may also be hacked to gain control of these powerful weapons. To do this, a crew member within 1" must make an Intelligence Challenge Test 4 (8+). If this is successful, the turret is now part of that crew and may be Activated as normal during that crew's Activations. If it has already been Activated during this turn, it may not be Activated again and must be Activated in subsequent turns. Note that other crews may perform this action to "steal" the turret and take control of it in the same manner, or use the Reaction Challenge above to disarm the turrets – regardless of who controls the turret.

The Defensive Turrets activate after all crews participating have Activated once (effectively taking its action after all players in the Challenge have acted). One turret will Activate during the Defensive Turret's Activation and it may not roll to retain Initiative. Repeat this process for each Defensive Turret (i.e. the second turret would Activate after all players have activated a second time, etc.).

Defensive Turrets

Lf: 10 Mv: 0 Co: 3 Re: 0 In: 0

Armor: 4

Equipment: The Defensive Turrets fire their dual-tracking rail guns (Weapon, Kinetic, Ranged, +2 Combat).

Special Ability: Whenever a Defensive Turret Activates and would make a Combat Challenge Test to attack an enemy, it may attack three enemies as an action (making separate Combat Challenge Tests for each).

Scoring & Victory

At the end of each turn, each crew participating earns Victory Points as below. The winner of this Skirmish Challenge is the crew with the most Victory Points at the end of the fifth turn.

- 1 Victory Point for each enemy that the crew put Out of Action during that turn.
- 2 Victory Points for each Defensive Turret that was disabled (Reaction Challenge) or controlled (Intelligence Challenge).

NO FUTURE

Environmental Controls

Read the following before playing the Challenge:

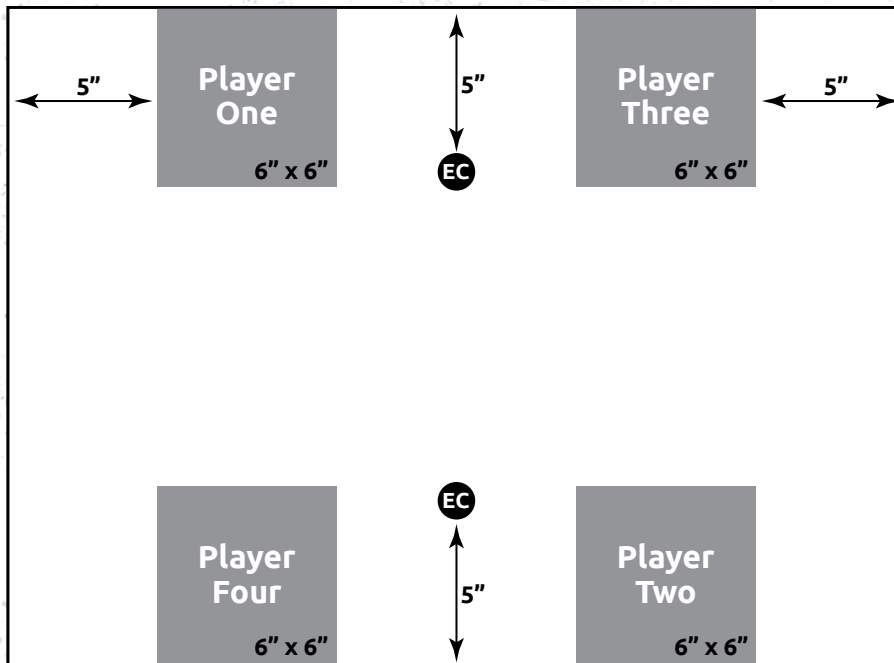
The environmental controls of Dock Zero are automated, adapting to the various specific needs of the vastly-different species and crews that find themselves living within. Some enterprising crews, however, rather than attack their enemies directly, attempt to disrupt these controls, forcing crews to relocate from prize areas of Dock Zero they wish to take over. Crews at just such loggerheads find themselves meeting in the Environmental Control Room.

Players

This Skirmish Challenge is designed for two to four players.

Set-Up

The Terrain and crews are set up as per the map. Also set up two Environment Control Stations (marked 'EC' on the map), in the locations indicated.



Obstacles and Enemies

This Challenge contains the following obstacle all crews must overcome:

- Automated Defenses

Automated Defenses [Alien Technology]

The environmental controls are famously hard to disrupt because they have built-in protections. Though most of these systems have worn down with time, a few are still active and make interference with the automated controls very dangerous.

Whenever a crew makes an Intelligence Challenge to take control of an Environment Control System (see Objectives below), determine a random member of that crew. The determined crew member must make a Reaction Save 3 to avoid the automated defenses. If they fail, they suffer damage equal to the amount by which they failed the test.

Objectives

This Skirmish Challenge is fought to control the Environmental Control Systems. Any crew member within 1" of the objective may make an Intelligence Challenge Test 6 (4+) to gain control of the objective. When they do, the Automated Defenses Activate (see above). If a crew member attempts to control the objective and rolls a Critical Failure, the Automated Defenses will Activate twice (select two

random targets), and all successes previously earned toward completion of the challenge are lost.

Only one crew may control the objective at any single point in time. If multiple crews are both undertaking the Intelligence Challenge Test to control the objective (i.e. they are both participating in the Challenge and both have some number of successes toward gaining control of the Environmental Systems), whichever crew reaches the required Success Number first gains control and all other successes by all other crews are lost (reset to 0). Those crews may then attempt to start over and gain control of the objectives as above.

Scoring & Victory

At the end of each turn, each crew participating earns Victory Points as below. The winner of this Skirmish Challenge is the crew with the most victory points at the end of the fifth turn.

- 2 Victory Points for each Environment Control System objective the crew controls.
- 1 Victory Point for each member of an enemy crew put Out of Action.

The Lab

Read the following before playing the Challenge:

Your crew has made an interesting discovery. Not far from Dock Zero is a strange and alien lab. It's hard to tell who it belonged to originally or why it's here, but what can be sure – there are valuable items to be attained through controlling and ransacking this lab. It seems, however, that you are not alone in your discovery.

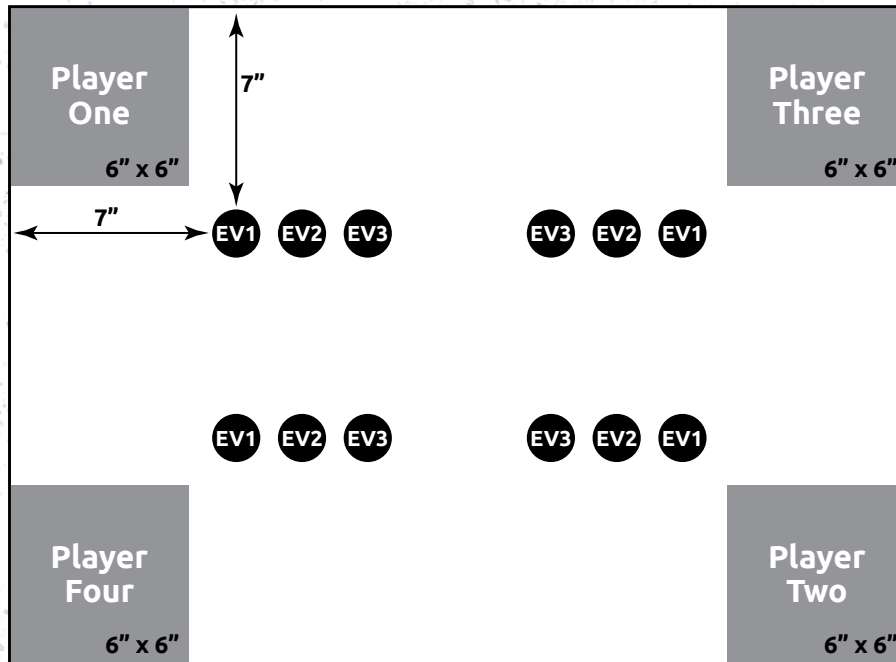
Players

This Skirmish Challenge is designed for two to four players.



Set-Up

The Terrain and crews are set up as per the map. Set up three Experiment Vats – marked 'EV1', 'EV2', 'EV3' near their deployment – per crew participating in the Challenge.



Obstacles and Enemies

This Challenge contains the following obstacle all crews must overcome:

- Experiments

Experiments [Xenobiology]

The Experiment Vats contain mutant creatures that don't seem too pleased to have company. At the start of each turn, roll a d12 for each Experiment Vat and place it on the objective. If that Experiment Vat already has a dice placed on it, add the result of this additional dice roll to the total displayed on the objective. This is the wake-up protocol's progress. If this number reaches 11+, the protocol has completed and a Deranged Mutant is placed on the board adjacent to the Experiment Vat it emerged from.

Crew Members may suppress this wake-up protocol by making a Reaction Challenge Test 6 (this Reaction Challenge Test may not be taken on Experiment Vats where the wake-up protocol has a score of 11+). If this challenge is successful, the wake-up protocol tracker for that Experiment Vat is reduced to 0 and no longer advances at the start of each turn.

Deranged Mutants [Xenobiology]

These mutants have spent countless years mutating in their strange vats, twisted well beyond their original form. Whatever minds they originally had are shattered. They are now little more than monsters.

The Deranged Mutants Activate after all crews participating have Activated once (effectively taking its action after all players in the Challenge have acted). One mutant will activate during the Deranged Mutant's Activation, and it may not roll to retain Initiative. Repeat this process for each Deranged Mutant (i.e. the second mutant would activate after all players have activated a second time, etc.).

Deranged Mutants

Lf: 9 Mv: 7 Co: 3 Re: 3 In: 1

Equipment: The Deranged Mutants are armed with crude weapons and long claws (Weapon, Close, +2 Combat).

Special Ability: If the Deranged Mutants make a Combat Challenge Test against a creature that is currently not at full life, they increase their Combat stat by 2 for that Combat Challenge Test attack.

Scoring & Victory

At the end of each turn, each crew participating earns Victory Points as below. The winner of this Skirmish Challenge is the crew with the most Victory Points at the end of the fifth turn.

- 2 Victory Points for each Experimental Vat where the wake-up protocols were halted and set to 0.
- 1 Victory Point for each Deranged Mutant put Out of Action by your crew.

WARNING!

Only read the following four pages if directed here by the game. Otherwise, you'll ruin the story for yourself.

Do not read the following four pages unless directed here by the game.

HIDDEN INFORMATION

1

Injury & Death – Roll of 2

Your crew member is dead and removed from your crew. However, something unusual has happened. They have passed on physically, but still seem to be around, watching over you. Once per Challenge, when any member of your crew makes a Challenge Test, they may reroll all dice in that Challenge Test.

2

Challenge 6 – Collapsing Floor

Once the first crew member has completed their Activation, they must make a Movement Challenge Test 4 (Single Roll). If this test fails, they are Out of Action and Removed from Play. They do not need to roll on the Injuries and Death table after the Challenge is complete, as they are simply trapped under the floor. They are not killed and may be rescued once the Challenge has ended. Once the first crew member has completed this Challenge, the weak spots in the floor become clear and all future crew members may avoid them (e.g. no check is required).

3

Biological Secondary Agenda (Knowledge Shard)

Choose a single crew member. You may increase one stat of your choice for that crew member by 1. In addition, read the following text:

- The samples you have collected are unusual and the initial readings don't make any sense. The genetic information for some of your samples are a close match to some of the other species on the space station. Some of the other samples, however, show the same genetic roots with millions of years of drift and mutation. That should be impossible – how could a species exist in both its current form and in a form so vastly mutated? How long have these creatures been here?

4

Challenge 8 – Knowledge Shard

Choose one crew member. They may increase any stat of your choice by 1. In addition, read the following text:

- The crew member that touches the strange alien artifact falls to the floor and begins convulsing. This fit quickly subsides, but they remain unconscious for a few minutes. The unconscious crew member experiences a vision of the space station as it existed in the past. The bays are clean, crisp, and new. Hundreds of strange alien races that they do not recognize are moving throughout the station, intermingling and laughing. The vision moves from bay to bay, all active and humming with conversation and energy –

hundreds and thousands of different species all, utilizing the powerful technology of the space station to craft incredible wonders. As the vision moves to the center of the station, they see only a bright light. The vision ends, and the crew member awakens.

5

Data Secondary Agenda (Knowledge Shard)

Choose a single crew member from your roster. You may increase one stat of your choice of that crew member by 1. In addition, read the following text:

- The data repositories you have collected contain vast amounts of information. It is more information than any of your systems could possibly hold; perhaps more than all the computers on board your entire fleet could have held, or even more than all the computers within your entire civilization. You have to be very selective about the data to pull down to analyze. As you comb through the data you have, you review row after row of information, with one startling conclusion: no ship has ever left Space Station Zero. You have data here going back more than 10,000 years. There have been hundreds, perhaps thousands of ships that have arrived. None have ever left. There aren't nearly that many ships in the dock, so it raises the question... where is everyone?

6

Challenge 16 – Knowledge Shard

Choose one crew member. They may increase any stat of your choice by 1. In addition, read the following text:

- As you fall, one of the crew members sees another of the alien artifacts floating in the air next to them. Reaching out to grab it, they have a vision. The space station falls away; in its place they see a beautiful alien landscape, a planet. The aliens themselves are tall and undefined, but there are no other alien species present on the planetscape. The planet is pristine – the skies a brilliant magenta, with shades of blue and four moons hanging in the evening sky. The technology of the world is beyond understanding, but what's notable is the pristine quality of everything around. There is not a piece of refuse within sight; no one looks ill; and no sadness. Strangely, there are not many of the aliens, even though the city looks built to hold millions of individuals. The vision moves to the center of the city. Once again, the crew member sees an overwhelmingly bright light. The vision abruptly ends.

7

Challenge 17 – Trash Compactor

At the start of the third turn, all of the mutants are removed from play as they disappear into the piles of refuse. You hear the sound of massive pistons and gears moving; the room begins to slowly compact, with the ceiling closing in. Whenever a crew member Activates, they must make a Reaction Save 4 to avoid being crushed under falling trash. If they fail, they suffer damage equal to the amount by which they failed the test. As an action, any crew member may make an Intelligence Challenge Test 11 (6+) to shut down the compactor. Once this occurs, crew members no longer must make Reaction Challenge Tests and this obstacle has been defeated. If this Intelligence Challenge Test has not been completed by the end of the fourth turn, all crew members are immediately put Out of Action and Removed from Play. Roll as normal on the Injury and Death table.

8

Challenge 20 – Hologram Bay

The holograms come into focus, and all around you is nothing but the empty vastness of blank space. No stars are visible, save for perhaps a few of the tiniest pinpricks of light in the farthest distance. You look below your feet and see a massive ball of light. It is the size of a star, but it doesn't burn with the same heat. It's surface roils with energy, and there is a pulse to the light – almost reminiscent of a heartbeat. Though you have no perception of

time, you sense that it passes quickly. All around the star you begin to see the space station appearing. It's small at first, but then rapidly builds and builds, becoming the massive super structure it is today. There is a flash of light off the edge of the station. A single ship appears, making its way to Dock Zero. With that, the hologram ends, and repeats.

9

Challenge 23 – CONTROL

If the modify programming Computer Bypass has been completed, then CONTROL flips to friendly. On any future playthrough of this campaign with any future crews, CONTROL has restarted some of the safety protocols of the space station. If this is the first time you have completed Modify Programming, then reduce the Success Number of all Reaction Challenges not caused by an enemy (e.g. not caused by a Mutant or Drone) by 1, to a minimum of 1. If you have completed Modify Programming twice or more, you may reduce the Success Number of all Movement, Reaction, and Intelligence Challenges not caused by an enemy by an additional 1, to a minimum of 1.

10

Challenge 24 – Master System

Read the following:

- As you enter this central chamber, you do not find a great computer system or anything similar; there is just a ball of light. In the visions of your crew, the glowing light was massive...a star in its own right..., but here as you stand, the light is no larger than a small escape pod. Its surface seems to shimmer and pulse, like a heartbeat.
- You all clearly hear a voice in your head; no, that's not right, not a voice, voices. Many voices, but somehow, still one.
- "Welcome travelers. Your home, wherever it is, is impossibly far from this place. We know that you have encountered many travails to reach this place. You likely have questions. We are happy to answer."
- "We are the progenitors of Space Station Zero. We created this place, long ago, billions of years in the past. Long before this, our story begins on a small world, near the center of the universe. Roughly 12 billion years ago, our original civilization was on a single planet. We had wars and conflict, and nearly destroyed ourselves, as most civilizations do. There was nothing special about us, until we created Master System. Master System was Artificial Super Intelligence. We had created God. Master System guided our race to peace and salvation. Overnight, all problems were solved. Disease, hunger, strife, war, and death – all eradicated. Problems that would have taken us centuries, perhaps millennia to solve, Master System could solve within seconds. We lived in peace for centuries as individual beings, but eventually we tired of the world to which we were born and of our weak physical bodies. For many years, with Master System's guidance, many of our kind had already been uploaded into a central system, combining their consciousness together into a single harmony. Over time, all resistance to this concept ended. We all became one with each other and with Master System. With no more need of physical bodies, we broke down our original planet into the energy we would need to expand and explore. Thus our collective grew. We consumed our entire solar system, then expanded further. On and on, converting more and more of the mass of planets, stars, and other celestial bodies into energy to expand the collective. Eventually, we discovered additional sentient beings. We shared our experiences, and offered them the chance to join us. All agreed, as we could solve every problem that they had ever experienced. Sometimes it would take years, sometimes it would take centuries, but they all joined, and we would consume their systems and move on. This continued for a billion years; but eventually, we had consumed so much of the mass

- of the center of the universe, that even with our immense capabilities, we could not continue our journey.
- By this point, our combined consciousness had discovered a hole in the universe. A quirk, a flaw in the great patterns of physics and in quantum timespace. As all of this time had passed, some species developed differently, but they never created anything like Master System. Instead, they took to the stars as physical beings, using mechanical craft to move beyond the impregnable barrier of light. Such systems, though, are not perfect. Faster than light travel, no matter how advanced, how careful in construction, is never perfect. It's never absolute; there is always failure. Most of the time, when it fails, those that are on such a craft are simply destroyed, scattered to atoms and cast into the void of endless space. We discovered, however, that we could redirect this energy. That we could, through quantum entanglement, pull them to us... sometimes.
 - This would allow us to continue our exploration and bring new species into our glorious existence. We could reach to the farthest edges of the universe, even as it continued its endless expansion. If we were to bring beings here, though, we knew we would have to give them time to adjust. Our experiences had shown us that. We constructed this space station as a place to give them respite and to provide them with everything they could imagine; a perfect existence.
 - So it was for many more billions of years. There was only one thing we did not plan for...that existence, no matter how perfect, eventually grows wearying. When we were absorbing entire civilizations, our numbers were always growing. Now, however, we were only bringing in the crews of space ships. As a result, slowly over the course of endless time, our numbers dwindled. We cannot die, that was long ago conquered; but we can cease, and many of us did.
 - We are now all that is left of us. We are no longer enough to maintain the space station, and we fear it has fallen into disrepair. We fear that without our care and attention, the systems we have put in place to allow for communication between your species will slowly kill you all or drive you insane. If you wish not to die slowly, you are welcome to join our collective. The journey to join us often took decades, even centuries for some civilizations. We are sorry that you have been given such a short time.



RULES SUMMARY

The following information summarizes the key information you need during your games of Space Station Zero for easy reference.

Activation

If this is a solo or co-op game of Space Station Zero, the players always have the first Activation during both the Challenge and on each subsequent turn. If this is a skirmish battle of Space Station Zero, then the players begin by each rolling a single d12, and whoever rolls higher has the first Activation (if there is a tie, reroll).

Activation Number	Roll Necessary
1st crew member Activation	Automatic
2nd crew member Activation	6+
3rd crew member Activation	10+
4th+ crew member Activation	12+

No single crew member or enemy may ever be Activated more than once in a single turn, unless specifically allowed by a special ability or the rules of a Challenge.

Once all crew members and enemies participating in the Challenge have Activated ONCE, the turn is complete and the Activation starts over. Some Challenges have a limited number of turns to complete (see Space Station Zero Challenges, page 42).

Making a Challenge Test

Challenge Tests are made by rolling a number of d12s equal to the stat in question. Each even-numbered result is a success (unless there is also a Target Number), and each odd-numbered result is a failure. **This is the Rule of Evens.** When making a Challenge Test of any kind, only even-numbered results count as a success, whereas odd-numbered results are ignored. Certain rules may allow you to alter the dice after you roll them, turning odds to evens (or vice versa).

A Challenge Test will consist of the following elements:

- **Stat:** The stat used for the Challenge Test. You will roll a number of d12s equal to the stat being used.

- **Success Number:** This is the number of successes that are required for the check to be successful. When rolling, you must get a number of successes equal to or exceeding the Success Number.
- **Target Number:** The Target Number is the minimum number required for an even result to count as a success. This is optional, i.e., not all Challenge Tests will have a Target Number – some will simply require a number of successes. In that event, any even number (2, 4, 6, 8, 10, or 12) will count as a success.

Save Checks

In Challenges, there are often effects that will be deleterious to your crew members. This could take the form of toxic gas, live and sparking wires, or even defending against enemy weapons. When you make a Save check, you are making a Challenge Test roll as normal. This is a Single Roll check and does not require an action. Usually, your crew member will suffer damage equal to the amount by which they fail the Save Check, but some effects may vary or have additional consequences.

Critical Success and Failure

When making a Challenge Test, whenever the result of the roll contains at least two natural 12s, this is considered a Critical Success. A Critical Success is considered successful regardless of the Success Number and counts as double the normal number of successes.

When making a Challenge Test, whenever the result of the roll contains at least two natural 1s, this is considered a Critical Failure. A Critical Failure is considered a failure regardless of any other successes rolled, unless you also roll a Critical Success (two 12s), in which case, the Critical Failure is ignored and the result counts as a Critical Success:

- Result contains two or more 12s: Critical Success
- Result contains two or more 1s: Critical Failure
- Result contains two or more 12s AND two or more 1s: Critical Success.

Combat

Making an attack is done through a Combat Challenge Test and is an action (see Activation and Actions, page 13). There are two kinds of attacks, **Close** and **Ranged** (see below). When an attack is made, the crew member rolls a Challenge Test using their Combat score, but there is no set success or Target Number. The attacking player rolls all of their attack dice, which is their Combat stat plus any modifiers for weapons or other special abilities. The even-numbered results, after modifiers and abilities, represent the amount of potential damage your crew member has dealt to their opponent. If the defender is wearing armor, then their armor value becomes the Target Number the attacker must roll to count as a success.

The defender then rolls their defense check, which is their Combat stat (including any special abilities, but weapons do NOT apply to defense rolls). The two amounts of successes between the defender and attacker are then compared. If the attacker has more successes, then the difference in successes is the amount of damage dealt. If the attacker and defender are tied, nothing happens. If the defender has more successes than the attacker and this was a **Close** Attack, then the attacker suffers the difference in damage – their opponent has managed to successfully turn the tables and reflect their attack back at them. If the defender has more successes than the attacker and this was a **Ranged** Attack, then the defender suffers no damage.

Close Attack: A Close Attack is any attack made at an enemy within 1" of the attacking model. Weapons that have the Close keyword may only make Close Attacks.

Ranged Attack: A Ranged Attack is any attack made at an enemy more than 1" away from the attacking model. Ranged Attacks can only be made with weapons that do NOT have the Close property. Making a Ranged Attack requires that the attacker can see the target of the attack.

Combat Steps

1. Attacker rolls Combat Challenge Test (including weapon and all modifiers).
2. Attacker determines number of successes (even-numbered results equal to or greater than the target's Armor value).
3. Defender rolls a Combat Challenge Test (including all modifiers, but the weapon does NOT apply to defense rolls).
4. If the attacker has more successes, the defender suffers the difference in successes in damage.
5. If the attacker and defender are tied on successes, no damage is dealt.
6. If the defender has more successes AND this is a Close Attack, the attacker suffers damage equal to the difference in successes. If the defender has more successes and this is a Ranged Attack, no damage is dealt.

Suffering Damage

Attacks deal damage if they are successful. Each time damage is dealt, the crew member or enemy creature reduces its current Life total by an amount equal to the damage dealt. Whenever a Life Challenge Test is made, you utilize the stat, not your current Life total (e.g., if a crew member has a Life stat of 5, and has suffered 3 damage, they would roll 5 dice for the Life Challenge Test, not 2).

Notes:

Crew Type: 4 6 8

Ship Type:

Secondary Agenda:

Edge:

SPACE STATION ZERO™ CREW ROSTER

CMDR:					XP:	
Lf:	Mv:	Co:	Re:	In:	Dmg:	
Special Abilities:			Equipment:			

NAME:					TYPE:	
Lf:	Mv:	Co:	Re:	In:	Dmg:	XP:
Special Abilities:			Equipment:			

NAME:					TYPE:	
Lf:	Mv:	Co:	Re:	In:	Dmg:	XP:
Special Abilities:			Equipment:			

NAME:					TYPE:	
Lf:	Mv:	Co:	Re:	In:	Dmg:	XP:
Special Abilities:			Equipment:			

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Special Abilities:			Equipment:			

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In:	<input type="text"/>	Dmg:	<input type="text"/>	XP:			
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NAME:						TYPE:	
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Special Abilities:				Equipment:			

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Special Abilities:				Equipment:			

NAME:						TYPE:	
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In:	<input type="text"/>	Dmg:	<input type="text"/>	XP:			
Special Abilities:				Equipment:			

NOTES:

In the heart of deepest space resides an improbable structure.

Massive and ancient beyond imagination, it sleeps... waiting for wayward travelers to find their new home.



SPACE STATION ZERO WILL ACCEPT YOU.
DOCK ZERO IS OPEN.

Welcome to Space Station Zero, a miniatures-agnostic tabletop wargame where you and your friends explore the hidden depths of the ancient station to uncover its darkest secrets... and perhaps survive. Designed to play solo, co-op, or as an adversarial skirmish game, Space Station Zero is created by Adam Loper and Vincent Venturella for 1-4 players.



SBS00003

